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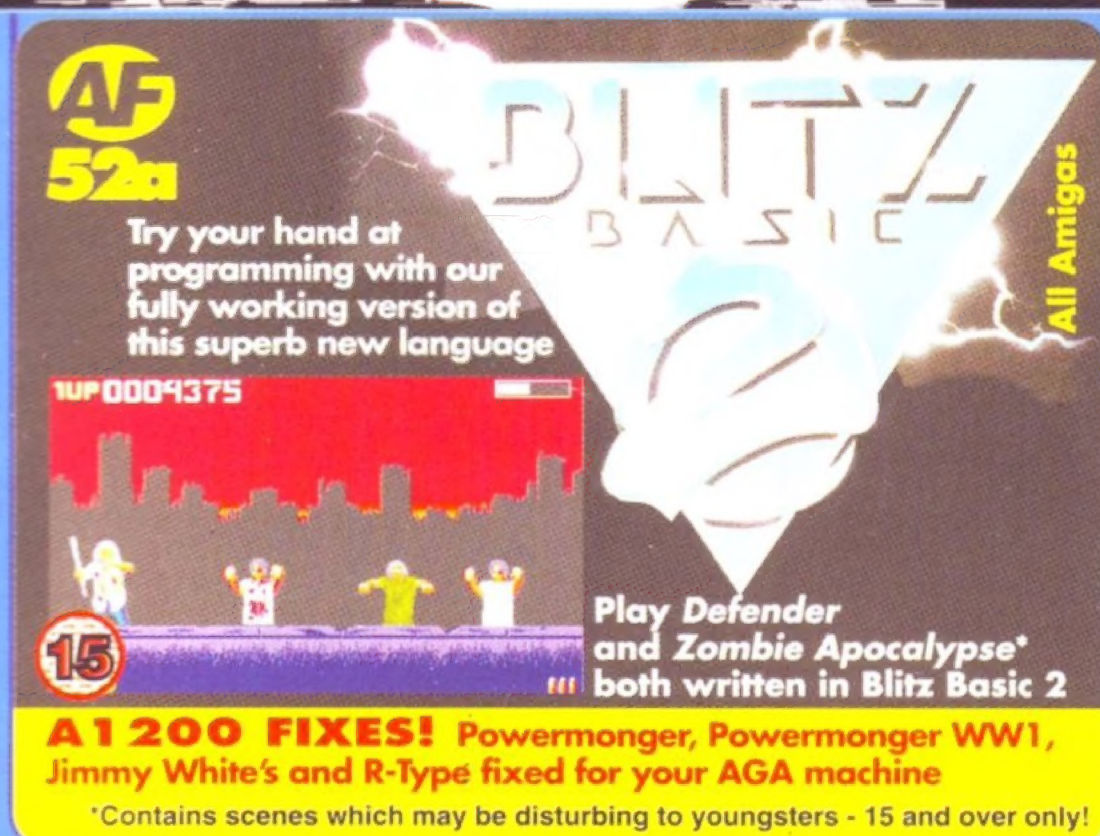
AMIGA FORMAT

ISSUE 52 ■ NOVEMBER 1993 ■ £3.95

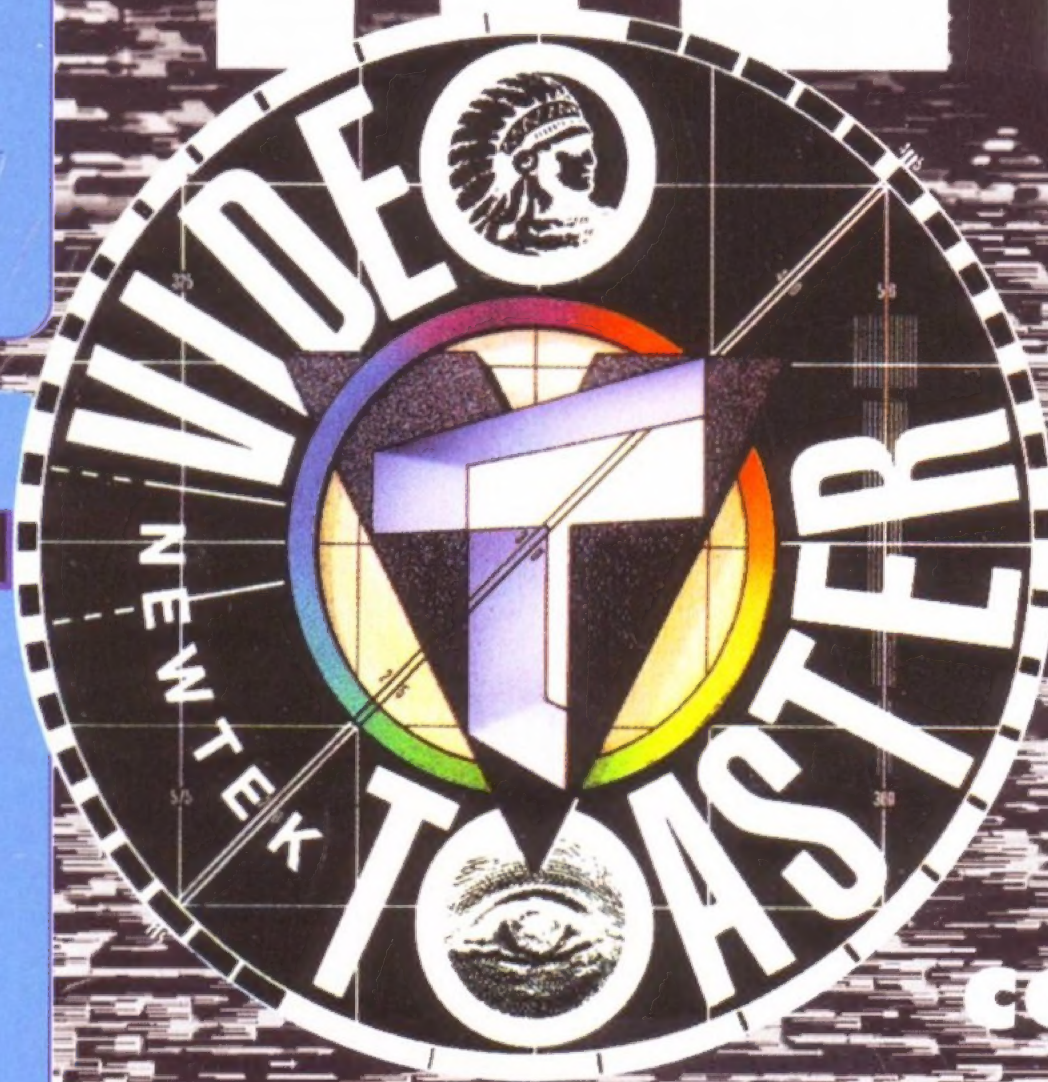
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Welcome to Amiga Format! This month's bumper issue brings you the latest and greatest on the Toaster. Thanks to John Allardice for his input on the cover.

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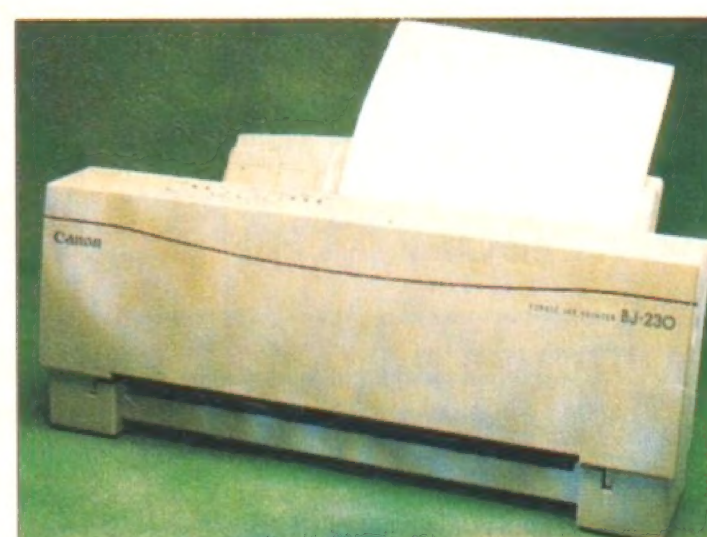
OK, so you might not enjoy stitching, but millions do.

US Robot 145

It may look silly, but this could be the best modem we've seen.



Can *Brilliance* give Amiga owners paint features they have never had? p118



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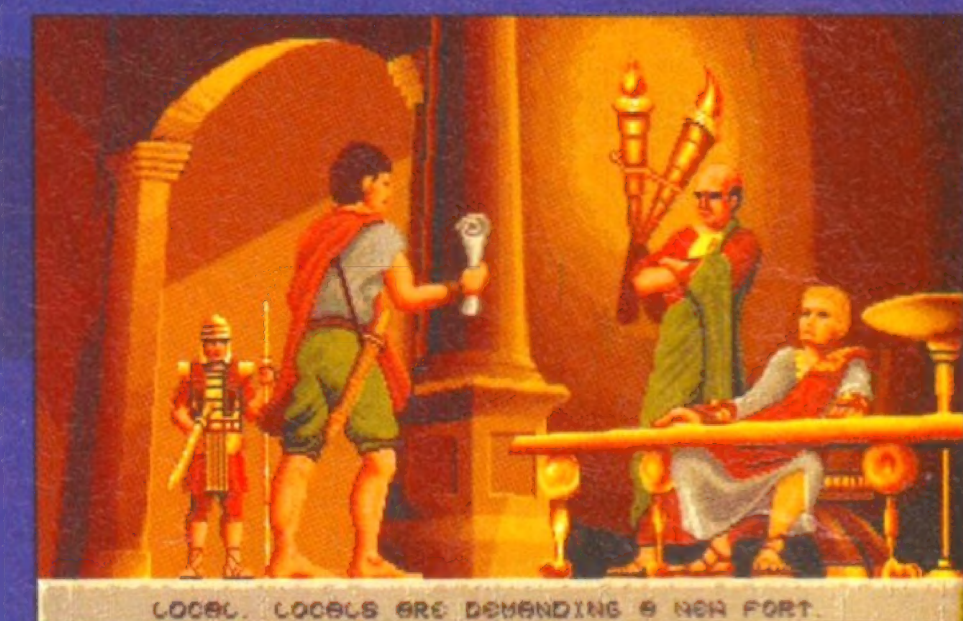


Remember that bar in *Star Wars*? Well, Jimmy Hill went in there when he wore his jeans with braces...

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I came to bury Caesar, not to praise it! But it turned out to be really quite good... Drat!

On this month's Coverdisks

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BLITZ BASIC All Amiga
Try your hand at programming with our fully working version of this superb new language.
WIP 0004375

Play Defender and Zaxxon both with
AT 1200 FIXES! Powermanger, Jimmy White's and R-Type fixed for your
Contains scenes which may be disturbing to you

Race on!
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Overdrive
Megaworm
More fun than it looks

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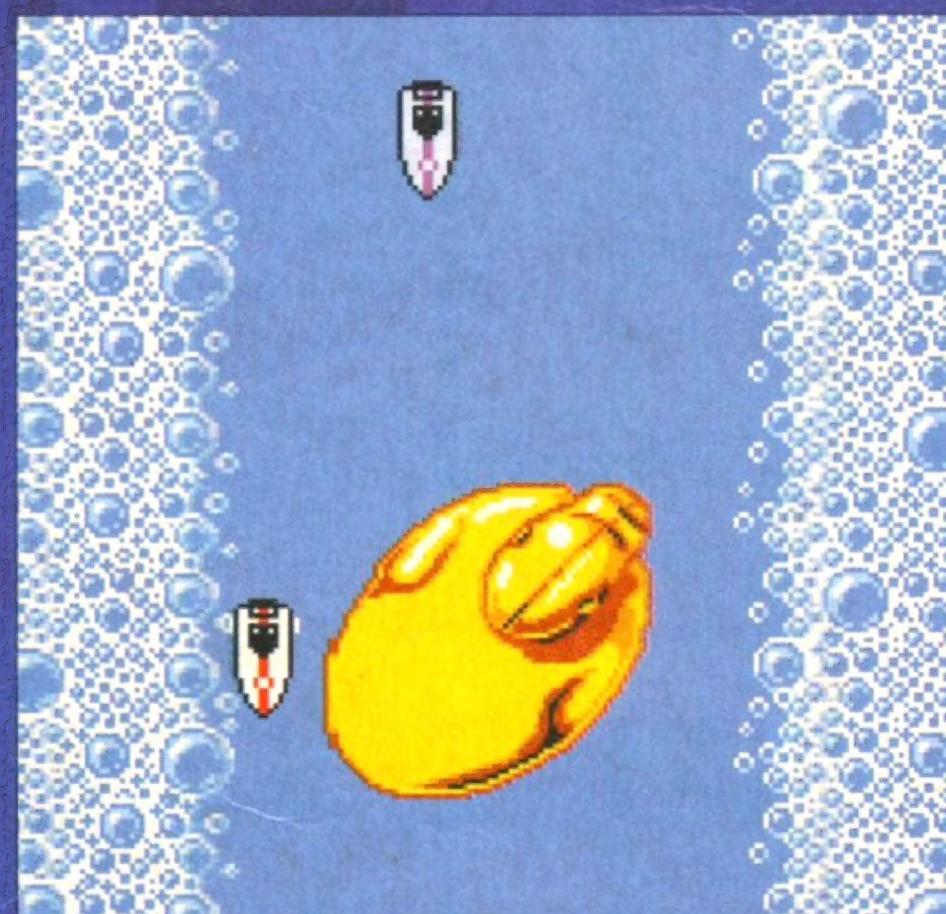
Here's what you've got to look forward to next time around...



Someone once said: "Jesus saves, but St John scores on the rebound," and I laughed. Sorry. But can Ocean's *European Champions* level the score?

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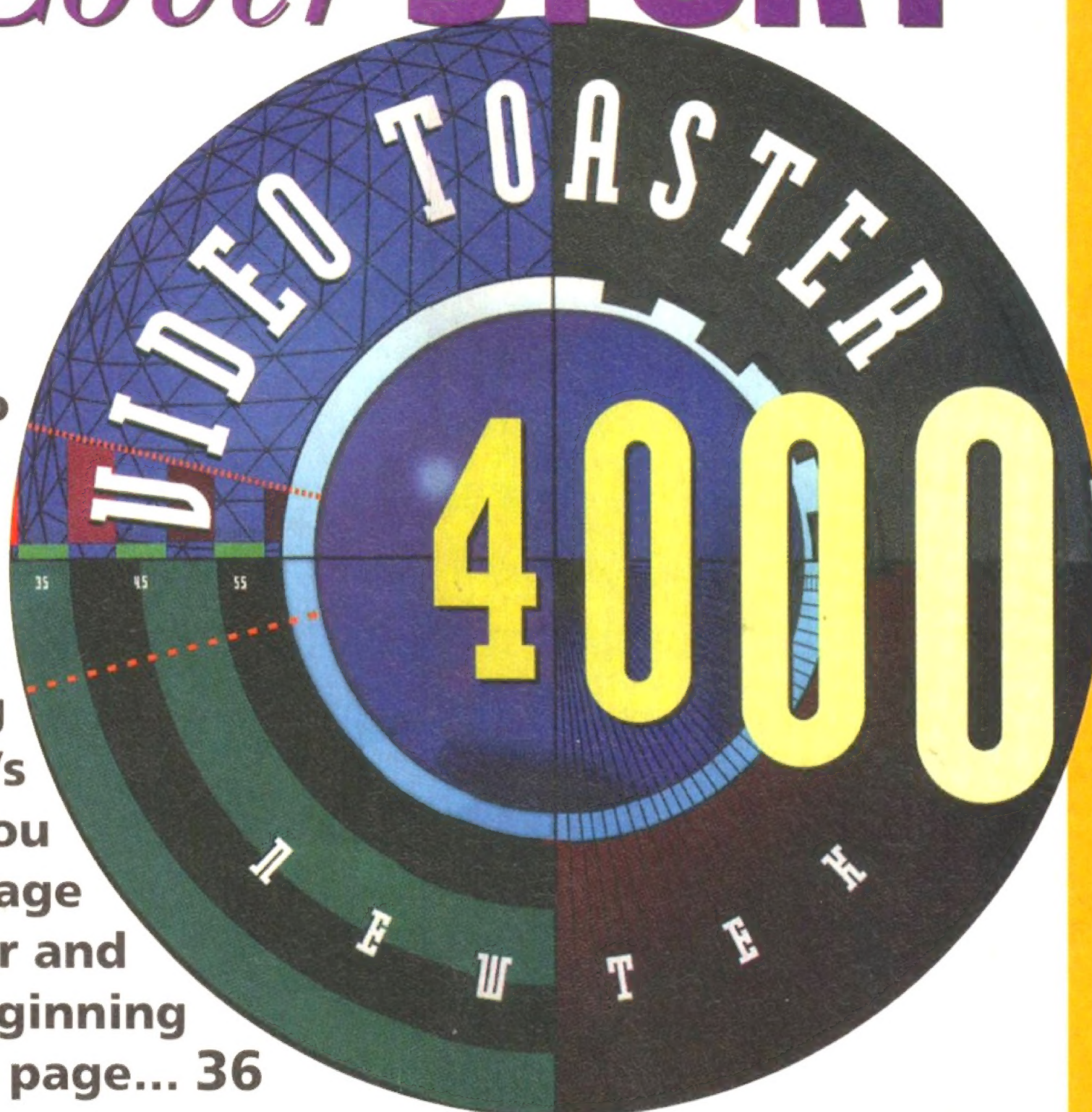
F17 (new release) ● Robin Hood ● Midwinter II -
Flames of Freedom ● Super Space Invaders ●
Grand Prix Circuit ● Shadowlands



Many of you will have, no doubt, pondered the possibilities of racing powerboats in the bath. Probably.



At last... the Video Toaster is here! This incredible complete video studio has been a long time coming to the UK. Now it's here we bring you the definitive 10-page guide to the Toaster and its features beginning on page... 36



COMPETITIONS!

Win two A4000/030s

Acid Software are offering aspiring Blitz Basic programmers the chance to win one of two amazing Amiga 4000s... **page 114**



Last time we offered you one. This time it's two. It's harder questions, though!

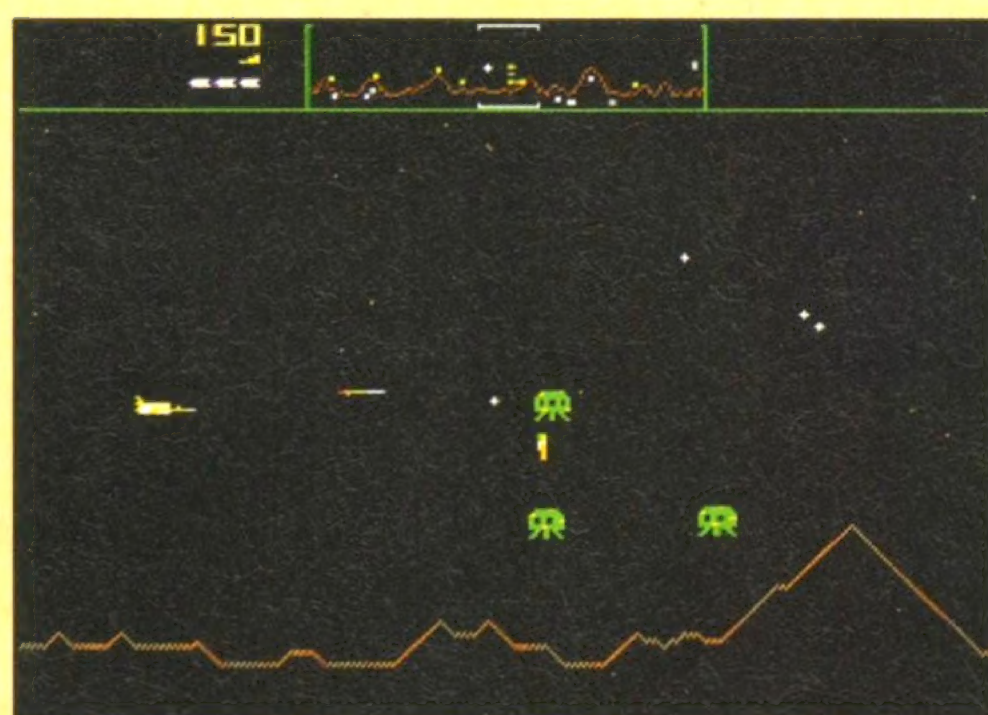
Win lots of stuff!

Our special Future Entertainment Show 'Get Creative' competition continues. You can win a Videopilot, an A1200, three Panasonic printers, an Amiga CD³² and last, but not least, a day's recording in a top studio, so turn quickly to... **page 116**



Blitz Basic

A full and completely working version of the most amazing Basic language you have ever seen. With Blitz you will be able to create stunning games and utilities. If you don't believe us, take a look at *Zombie Apocalypse*, coded totally in Blitz.



Defender

Another Blitz classic conversion, completely coded with the version of Basic on our Coverdisk. If you can tell this game was written in Basic, you must be an android. By the way, did we mention that Blitz Basic is on the disk too?



Overdrive

Viewed-from-above driving games are the flavour of this month. Apart from the fabulous *Micro Machines* there's *Team 17's Overdrive*. Play one exclusive level on this month's Coverdisk. And unlike other mags, our track has computer cars too!

Power Computing's latest 32-bit memory expansion for the Amiga 1200 is now available. The PC1208 combines exceptional value with incredible features. The original PC1204 4MB 32-bit memory expansion is still available, and is exceptional value.

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The PC1204 & PC1208 Memory Expansion for the Commodore Amiga 1200.



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*Requires Kickstart 2 or above. **Requires Workbench 2.1 or above.

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BLITZ BASIC

So you're lucky enough to have a full working copy of Blitz Basic. But what do you do with it? Write brilliant programs, of course. And on the next 10 pages we show you how in the first of our mega tutorials.

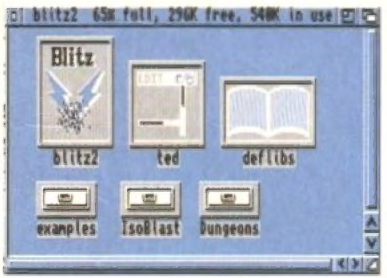


The excellent new programming language - Blitz 2 - is ready and waiting on this month's Amiga Format Coverdisk, so get programming!

UP AND RUNNING

The Blitz 2 Coverdisk this month features the complete Blitz 2 language. The three components that make up the language are:

- Blitz 2: the compiler**
- Ted: the editor**
- Deflibs: the command libraries**



When you load your Coverdisk, these icons will appear on your screen.

To start programming in Blitz 2 just click on the Blitz 2 icon from Workbench. As Blitz 2 is a combination editor-compiler the other two files Ted and Deflibs must always be present in the same drawer.

Harddisk users can install Blitz 2 on their system simply by creating a new drawer on their hard disk and dragging the three files from the Coverdisk into it. The line

BEFORE YOU START



Welcome to yet another fabulous Coverdisk. This time you lucky people have got your hands on one of the most powerful and simple to use programming languages available, which will allow you to create everything from arcade quality games to top notch utilities.

Amazingly, the entire programming system has been packed on to one disk - one which you will have to expand before you can get cracking. To do this simply follow these steps:

- 1 Have a blank disk ready.
- 2 Restart your machine and insert Coverdisk 52A (make sure that it is write-protected).
- 3 When Workbench has loaded, double-click on the disk icon and wait for the window to open.
- 4 Locate the Blitz icon (it's the very big one) and double click on it.
- 5 A window will open and ask you to hang on for a moment. Do this - don't touch anything.
- 6 Eventually a message will appear asking you to insert a disk into df0: and press return. At this point remove your Coverdisk.
- 7 Insert your blank disk and press return. The data will now be written on to the disk.
- 8 When the process is finished you will be asked to insert your Coverdisk again. Do this.
- 9 Now you can remove your Coverdisk and insert your brand new Blitz Basic disk. Have fun!

ASSIGN BLITZ2: HardDriveName:DrawerName

should then be added to the hard drive's startup-sequence.

OKEE DOKEE!

After Blitz 2 is up and running select OKEE DOKEE and you're ready to type in your first Blitz 2 program:

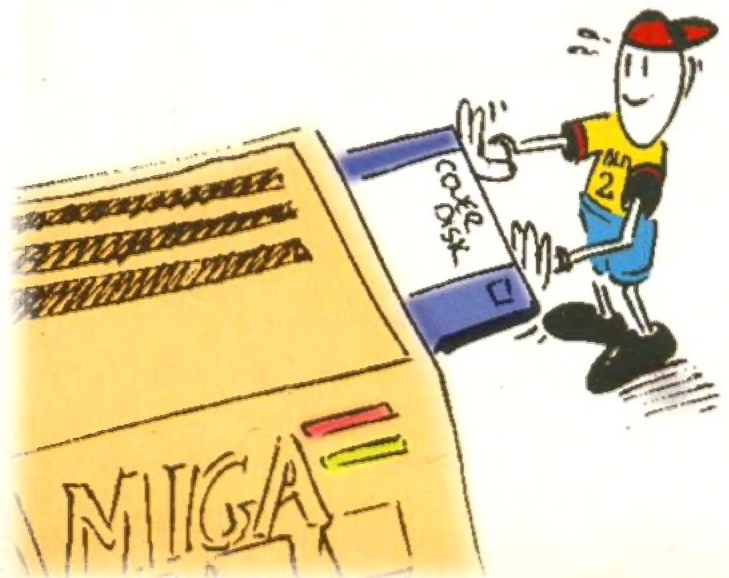
```
Print "THUMBS UP DUDE!"
MouseWait
```

To run the program, select the Compile/Run option from the COMPILER menu. A Blitz 2 CLI window appears with your message printed across the top, unless of course you have made a typo in your first program, not a

Continued overleaf



Getting Blitz 2 up and running is easy - just follow our simple step-by-step guide and you won't go wrong.



THE BLITZ 2 DEBUGGER

Blitz 2 comes with a very powerful debugger that will tell you if anything goes wrong when your program is running. The RuntimeDebugger must be activated (via the compiler options requester) if you are to make use of it. If your program has an error and the runtime debugger is not activated, the chances are you will crash the system. Once you have your program error free, disabling the debugger will allow you to run your programs at near machine code speeds.

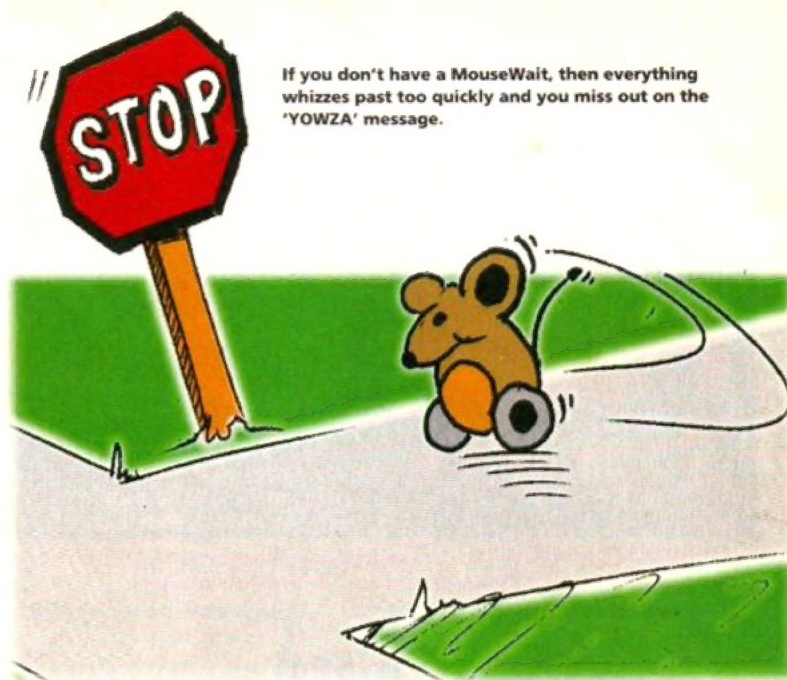
To stop the program that continuously prints "YOZA" we could invoke the debugger by hitting CtrlAltC. The STOP command can also be added anywhere in your code to invoke the Blitz 2 debugger. Some of the keyboard controls that can then be used with the Blitz 2 debugger:

H - Hide/Show debugger
S - single step through the program
I - ignore current command (skip to next one)
T - trace program execution
D - display 68000 registers
R - resume full speed program execution
Q - quit back to Ted (also use ESC)
B - backup through previously executed commands
F - forward step through previous commands (after B)

Warning! At present the special display used by the debugger is not compatible with DbIPAL displays. Those programming with such monitors should insert the DbIPALFix.bb code at the top of all their Blitz 2 programs (see Coverdisk).

SOME TED KEYBOARD CONTROLS

Return - move cursor to new line
ShiftReturn - break line at cursor position then move cursor to new line
ShiftLeftArrow - move cursor to same indent as line above
F1 - mark block start
F2 - mark block end
F3 - block to disk
F4 - paste block
ShiftF3 - delete block



If you don't have a MouseWait, then everything whizzes past too quickly and you miss out on the 'YOWZA' message.

good start! Click the mouse button to return to the Blitz 2 editor.

So why the MouseWait you ask? Delete the second line and find out. Ha! So if you don't have a MouseWait you don't get a chance to read the message, the program runs but finishes and returns to Ted before you get a chance to read the message!

If you wanted to keep printing the same message over and over again until the mouse button was pressed we would use the following code:

```
While Joyb(0)=0 ;repeat while the mousebutton isn't down
Print "YOWZA!"
Wend
```

Weird huh? If we wanted each message to appear on a new line rather than all jumbled up together we could replace the Print command with NPrint. Note how we use a semi colon before the remark on the first line instead of the old Rem statement.

LOADING THE EXAMPLES

"OK, that's all very exciting but let's see some good stuff," I hear you say. In that case it's time to have a look through the examples drawer that comes on

MONSTA'S IN THE DUNGEON BY SIMON ARMSTRONG

DEFTYPE .w ;all variables are integers

```
console=False ;make true to run on std console (cli)
width=128 ;standard map size as in editor
height=64
size=width*height
dispw=32
disph=16 ;display width and height
map$="map1"
nummonsters=256 ;maximum number of monsters
```

```
If console
home$=Chr$(9b)+"H":mycls$=home$+Chr$(9b)+"J" ;strings for consoles
Else
```

```
FindScreen 0
Window 0,20,20,270,170,$1400,"MONSTER GAME",1,2
WindowInput 0:WindowOutput 0
EndIf
```

```
NEWTTYPE .monstype ;the monster object
x.w:y.w
End NEWTYPE
```

```
Dim List monster.monstype(nummonsters) ;loads of monsters!
```

```
Dim c$(4):c$(0)=Chr$(32):c$(1)="*":c$(2)="O":c$(3)="M":c$(4)="B"
```

```
Dim map.b(width-1,height-1) ;standard 2D array for the map
```

```
.maingame:
turn=0:gameover=False ;reset game variables
myx=10:myy=10 ;in case no B found on the map
Gosub readmap ;read file map$ into map array
Gosub welcome ;do front end
Repeat ;main loop
Gosub drawmap ;refresh display
Gosub yourmove ;get player's move
Gosub monstermove ;move the monsters
Until gameover=True
Print "PLAY AGAIN? (Y/N)"
If UCase$(Edit$(1))="Y" Then Goto maingame
End
```

```
.readmap
If ReadFile(0,map$) ;if file found
ReadMem 0,&map(0,0),size:CloseFile 0 ;raw read into array
ClearList monster() ;find the monsters!
For x=0 To width-1:For y=0 To height-1 ;and record all their
If map(x,y)=3 ;positions in list
If Additem(monster()) Then monster()\x=x,y
EndIf
If map(x,y)=4 Then myx=x:myy=y ;found BMan's start position!
Next y,x
Else
End ;couldn't find file (we're in the wrong directory?)
```


the disk. Select Load from the PROJECT menu. Then select any of the files in the examples drawer that end with the suffix ".bb2".

THE EXAMPLES:

dualpf.bb2	<i>;example code for opening a dualplayfield display</i>
scroller.bb2	<i>;gosh hardware scrolling is fast!</i>
palette.bb2	<i>;simple palette requester</i>
converter.bb2	<i>;converts decimal hex binary using string gadgets</i>
scrolling.bb2	<i>;* endless horizontal scrolling</i>
menus.bb2	<i>;* groovy menus</i>
windows.bb2	<i>;example of opening different windows</i>
darts.bb2	<i>;hardcore example of machine code meets Blitz2</i>

*** WARNING!**

The small CD gadget on the Blitz 2 file requester is very important. Programs that access files often expect them to be located in the same drawer as the program itself. Clicking on CD in the file requester will change the "current directory" to that listed in the "path" field.



With your first Blitz project you will encounter many a frightening monster in deep, dark dungeons!

A LIST OF SOME WINDOW EVENTS AND THEIR CODES

Window has been sized	\$2
Mouse was Clicked	\$8
Gadget has been pressed down	\$20
Gadget has been released	\$40
Menu selected	\$100
Window Has been closed	\$200
Window Activated	\$40000

If you want to change the above program so that it only ends when the user selects the close gadget in the window you would replace the WaitEvent with the following:

```
Repeat
ev.l=WaitEvent           ;ev (a long word) holds the event code
Until ev=$200
```

You can now size the window and our program will ignore such an event and go back to sleep! The only event it will actually take note of is the CloseWindow event.

The next thing you will want to do is add Menus and Gadgets to the program so the user has something to play with besides moving windows around (a novelty that soon wears off after first buying your new Amiga).

• For example if you try and run the "scrolling.bb2" example without making the examples directory the "current directory" the program cannot run. Select Load again but this time click on CD before OK to make the examples drawer the current directory.

PROJECT 1 - STRAIGHT TO THE DUNGEON!

MONSTAS IN THE DUNGEON!

The first project for this feature is a simple text based game with a fully functional Intuition based editor to accompany it. Text based dungeon games where the monsters are the letter M go back to the first mainframes.

Because this version works with a standard console window I was able to get it running as a "DOOR" on a local BBS so people could dial in and play it on-line.

The game at present is really only a working shell. The aim was to keep it simple and concise, not fill it with complex monsta psychology.

Continued overleaf

```
EndIf
Return

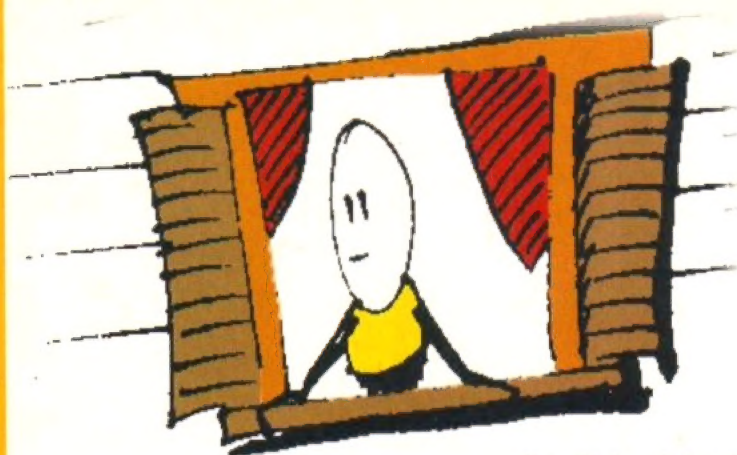
.welcome:
NPrint "WELCOME TO THE DUNGEON!"
NPrint " HIT RETURN TO PLAY"
a$=Edit$(1):Return

.monstermove:
USEPATH monster()
ResetList monster()
While NextItem(monster())
    map(x,y)=0 ;clear current pos on map
    dx=Sgn(myx-x):dy=Sgn(myy-y) ;calc direction to move in
    oldx=x:oldy=y ;remember old pos
    If Rnd(2) ;home in on either x or y priority
        If dxThen x+dx Else y+dy
    Else
        If dyThen y+dy Else x+dx
    EndIf
    Select map(x,y) ;whats in new pos?
        Case 0:map(x,y)=3 ;empty space cool!
        Case 1:x=oldx:y=oldy:map(x,y)=3 ;wall back up!
        Case 2:map(x,y)=1:KillItem monster() ;down a hole!
        Case 3:x=oldx:y=oldy:map(x,y)=3 ;another monster!
        Case 4:NPrint "HA GOTCHA!":gameover=True ;he got me!
    End Select
Wend
If NOT LastItem(monster()) Then NPrint "SUCCESS!":gameover=True
```

```
Return

.yourmove:
turn+1:Print "Turn #",turn," (U,D,L,R or Q) "
map(myx,myy)=0 ;rub out old position
Select UCase$(Edit$(1)) ;edit$=input
    Case "U":If map(myx,myy-1)Then myy-1 ;up
    Case "D":If map(myx,myy+1)Then myy+1 ;down
    Case "L":If map(myx-1,myy)Then myx-1 ;left
    Case "R":If map(myx+1,myy)Then myx+1 ;right
    Case "Q":Print "BYE NOW":End ;quit
End Select
If map(myx,myy)=2
    NPrint "ARRRRR YOU FELL DOWN A HOLE!":gameover=True
Else
    map(myx,myy)=4 ;place in new position
EndIf
Return

.drawmap:
If console Then Print home$ Else WLocate 0,0
posx=QLimit(myx-dispw/2,0,width-dispw)
posy=QLimit(myy-disph/2,0,height-disph)
For y=0 To disph-1
    For x=0 To dispw-1:Print c$(map(posx+x,posy+y)):Next:NPrint ""
Next
Return
```

Yes - this is a window. And the only event the program will take note of is the CloseWindow one!



The main loop in the editor listing shows you how to handle menu requests.

THE DUNGEON EDITOR

One very powerful feature of Blitz 2 is the ease in which you can use the Amiga's own operating system Intuition in your programs. The following code will open a new Screen and open a Window on that screen:

```
Screen 0,10,"My Screen"
Window 0,0,12,640,240,$100f,"My Window",1,2
WaitEvent
```

Now that we are going to be using windows in our programs we can abandon the MouseWait command in favour of WaitEvent. With Intuition information about what the user is doing is passed to your program in the form of "Events".

The WaitEvent command will put our program to sleep (so it doesn't hog CPU time in the Amiga's multitasking environment) until the user clicks on the mouse, types a message, and so on.

MENUS

Menus must be defined before you open any Windows in Blitz 2. Menus are made up of titles such as PROJECT and EDIT. Off these titles are MenuItems and from these there are sometimes even SubMenus.

To add a menu that has a Quit option, we would use the following code:

```
MenuTitle 0,0,"PROJECT"
MenuItem 0,0,0,0,"QUIT ","Q";even has a keyboard shortcut!
```

After the Window command we would attach our Menu to the new window with the SetMenu command, in this instance:

```
SetMenu 0
```

After getting a menu event (code \$100) the functions MenuHit and ItemHit return which item in which list the user selected. Have a look at the main loop in the editor listing to see how to handle the Load, Save and Quit menu requests.

GADGETS

Gadgets are the buttons that appear on windows making good Amiga software such a joy to use. Blitz 2 supports various types of Gadgets for you to add to your program, your editor makes use of text gadgets and proportional gadgets (sliders), we will cover string and shape gadgets next month.

As with Menus, gadgets must be created before Windows are opened in your Blitz 2 programs. The following code opens a Window with three text gadgets and prints a message each time the user presses one of them. Just to be annoying, the window jumps in a random direction after a button is selected! Note the GadgetHit function is similar to the MenuHit function and contains which gadget caused the event.

DUNGEON EDITOR BY SIMON ARMSTRONG

```
width=128                               ;map/dungeon constants same as dungeon.bb
height=64
size=width*height
```

```
MaxLen pa$=160                          ;fix length of strings for use with Blitz2
MaxLen fi$=64                            ;filerequester
```

```
Gosub initmap                            ;dimension array and draw border
Gosub initchars                          ;string array for our objects
Gosub intuit                             ;open user interface
Gosub sizewindow                         ;refresh map window
```

```
Repeat                                  ;main loop based on Intuition events
```

```
  ev.l=WaitEvent
  Select ev
```

```
    Case 2
```

```
      Gosub sizewindow
```

```
    Case 8
```

```
      If EventWindow=0 AND MButtons=1 Then Gosub draw
```

```
    Case $40
```

```
      If GadgetHit
```

```
        posy=Int(VPropPot(0,0)*height) ;scroll map
```

```
        posx=Int(HPropPot(0,1)*width)
```

```
        Gosub drawdungeon
```

```
      Else
```

```
        brush=GadgetHit-2 ;select brush from tool window
```

```
      EndIf
```

```
    Case 256
```

```
      If MenuHit=0 AND ItemHit=0 Then Gosub loadmap
```

```
      If MenuHit=0 AND ItemHit=1 Then Gosub savemap
```

```
      If MenuHit=0 AND ItemHit=2 Then End
```

```
    Case $40000
```

```
      Use Window 0:Redraw 0,0:Redraw 0,1
```

```
  End Select
```

```
Forever
```

```
.initmap
```

```
  Dim map.b(width-1,height-1)
```

```
  For y=0 To height-1:map(0,y)=1:map(width-1,y)=1:Next
```

```
  For x=0 To width-1:map(x,0)=1:map(x,height-1)=1:Next
```

```
  Return
```

```
.initchars
```

```
  Dim c$(4)
```

```
  c$(0)=Chr$(32):c$(1)="*":c$(2)="O":c$(3)="M":c$(4)="B"
```

```
  Return
```

```
.draw
```

```
  Repeat
```

```
    Use Window 0
```

```
    cx=QLimit(Int((WMouseX-6)/8),0,ww-1)
```

```
    cy=QLimit(Int((WMouseY-10)/8),0,wh-1)
```

```
    map(posx+cx,posy+cy)=brush
```

```
    WindowOutput 0:WLocate cx*8,cy*8:Print c$(brush)
```

```
  Until Event
```




Now sliders are 'proportional gadgets' and 'pot' is the position of the slider bar while 'body' is the size of the bar. Easy!

```
Dim a$(3)                                ;string array to hold message in
For i=0 To 2                             ;set up our 3 buttons
Read a$(i).b$                            ;across the window
TextGadget 0,20+i*80,14,0,i.b$
Next
FindScreen 0                             ;find workbench screen
Window 0,20,20,300,40,$100f,"CLOSE ME",1,2,0 ;open window
win.l=Peek.l(Addr Window(0))             ;actual location for system calls
Repeat
Select WaitEvent
Case $20
WLocate 100,18:Print a$(GadgetHit)       ;print silly message
MoveWindow_ win.Rnd(200)-100,Rnd(200)-100 ;call system routine
Case $200:End                             ;end if close gadget
End Select
Forever
Data$ "OOOOM","Button 1","PA PA","Button 2","BANG!","Button 3"
```

The sliders that you are use to on the Amiga are also known as Proportional Gadgets. In Blitz 2 there are a number of commands to both control prop gadgets and read their settings. The following descriptions use the terms body and pot, pot refers to the position of the slider bar in the gadget, the body refers to its size.

```
Return

.sizewindow
Use Window 0
ww=Int(WindowWidth/8)-3                 ;num blocks we can display
wh=Int(WindowHeight/8)-3                 ;with current window size
Gosub drawdungeon
SetVProp 0,0,posy,height,wh,height      ;position sliders
SetHProp 0,1,posx/width,ww/width
Redraw 0,0:Redraw 0,1
Return

.drawdungeon
WindowOutput 0
posx=QLimit(posx,0,width-ww)             ;get topleft coordinate with
posy=QLimit(posy,0,height-wh)           ;limit of upper/lower value
InnerCls
For y=0 To wh-1
For x=0 To ww-1                         ;character based on value in map
ch=map(posx+x,posy+y)
If ch Then WLocate x*8,y*8:Print c$(ch)
Next
Next
Return

.initui
MenuTitle 0,0,"PROJECT"                 ;set up menus for our editor
MenuItem 0,0,0,0,"LOAD" "L"
MenuItem 0,0,0,1,"SAVE" "S"
```

SetVProp & SetHProp are used to configure both the sliders pot and body
VPropPot & HPropPot return the sliders current vertical & horizontal position
VPropBody & HPropBody return the sliders current size
Redraw should be used after using the SetVProp and SetHProp commands
Back to the Editor

I won't go into too much detail about how the editor all fits together. I have included lots of comments throughout the listing so that you can get the most from studying them.

The main thing is an explanation of what to do with the editor once it's working! The first thing you should do is Load the map I have placed in the dungeon drawer of the cover disk. Using the Load menu from your new dungeon editor find the MAP1 file I have saved for you. After successfully loading the program you can now scroll round the map using the slider gadgets on the side of the window.

OK, so what do the different letters represent?

```
* WALL
O HOLE (that monsters fall down)
M MONSTER (oh no)
B BLITZMAN (thats you of course)
```

Click on any of the buttons in the ToolBox window, you can then paint on the main window simply by using the left button of the mouse. Simple, huh?

A few rules that I haven't checked for in the program:

- Don't have more than one BlitzMan in the dungeon
- Don't add more than 256 monsters!
- Don't paint on any of the walls that border the main area
- Do be creative!

Next issue I will show you how to use graphics in windows so we can expand the editor for generating "tile" based maps for those seemingly endless scrollers which are still the rage, whether they be platformers or shoot em ups. Make sure you have your graphic artist at hand, you may even need two now that you're programming in Blitz 2!

THE DUNGEON GAME

Welcome to the Dungeon, it's full of fun and games, you seem pretty eager baby, so get down on your knees... Oops, that's enough of that...

Now that we have a dungeon editor we'll need a program that lets us play in them! As I mentioned the listing this month is only a shell to get you

Continued overleaf

```
MenuItem 0,0,0,2,"QUIT" "Q"
PropGadget 0,-16,10,2+16+128,0,16,-20 ;gadgets for sliders
PropGadget 0,4,-9,4+8+64,1,-22,10
For i=0 To 4                             ;gadgets for brush select
TextGadget 1,i*24+12,12,512,2+i,c$(i)
Next
brush=1:Toggle 1,3,On
Screen 0,10,"Dungeon Editor"             ;and a screen and windows
Window 0,0,12,640,240,$100f,"DUNGEON",1,2,0:SetMenu 0
Window 1,400,0,140,28,$1002,"BLOCKS",1,2,1:SetMenu 0
Use Window 0:Redraw 0,0:Redraw 0,1
Return

.loadmap
a$=FileRequest$("LOAD DUNGEON",pa$.fi$) ;do a file request
If ReadFile(0,a$)                         ;if file there
If Lot(0)=size Then ReadMem 0,&map(0,0),size ;read it into map
CloseFile 0                               ;array (raw!)
Gosub drawdungeon                         ;refresh screen
EndIf
Return

.savemap
a$=FileRequest$("SAVE DUNGEON",pa$.fi$)
If WriteFile(0,a$)
WriteMem 0,&map(0,0),size:CloseFile 0 ;write array to file raw
EndIf
Return
```


ISOBLASTER V0.1

BY SIMON ARMSTRONG

; set up all the main types and arrays

```
NEWTYPE .object ;same is IsoRender.bb but with extra fields
  depth,q:ld ;depth and shape id 0=me 1=mozzy
  x,y,z ;3D coordinates of shape
  vx,vy ;velocity in both x and y
  rot,rot2:roty ;rotation variables
  sx:sy ;screen position after an iso-projection
```

End NEWTYPE

Dim List bob.object(50)

DEFTYPE .object *me

```
Dim qsin(255),qcos(255) ;set up array of sin/cos values so
For r=0 To 255 ;we don't have to call sys ones in game
  qsin(r)=Sin(Pi*r/128):qcos(r)=Cos(Pi*r/128)
Next
```

Dim map.w(20,20) ;bit smaller than the dungeon (at present)

; load all the graphics from disk

```
LoadShapes 0,"blocks.shapes" ;tiles for the ground
LoadShapes 4,"balls.shapes" ;balls for fx etc.
LoadPalette 0,"balls.iff" ;palette for foreground playfield
LoadPalette 0,"blocks.iff",8 ;palette for background
LoadShapes 16,"isoshapes" ;shapes rendered by IsoRender.bb
```

```
BitMap 0,320+64,256+80,3 ;foreground A
BitMap 1,320+64,256+80,3 ;foreground B
BitMap 2,640,512,3 ;large scrolling background
```

Queue 0,32:Queue 1,32 ;two queues for double buffered blitting

```
Macro p 320+('1'-2)*ASL 4,128+('1'+2-3)*ASL3:End Macro ;back
Macro f 320+32-sx+('1'-2)*ASL 4,128+32-sy+('1'+2-3)*ASL3:End Macro ;front
```

; create Blitz Mode display which for this game is
; dual playfield with double buffered foreground!

```
BLITZ
Slice 0,44,320,256,$fffa,6,8,32,320+64,640
Use Palette 0
```

```
Gosub setupmap ;place a few blocks in the 2D array
Gosub drawmap ;draw map onto large background playfield
Gosub initgame ;initialise objects in the game
```

; then of course the standard main loop of any game...

```
While Joyb(0)=0
  VWait:ShowF db,32,40,sx:ShowB 2,sx,sy,32 ;position bitmaps in display
  db=1-db:Use BitMap db ;swap buffer for double buffered drawing
  Gosub move me ;move me
  Gosub movethem ;and them
  UnQueue db:Gosub drawbobs ;then draw everyone in new pos
  ; MOVE#-1,$dff180 ;view frame time!
Wend
```

End

; and now what makes everything work properly!

.move me:

```
USEPATH *me ;use pointer to my object in list
\rot=QWrap(\rot-Joyx(1)/2,0,16) ;rotate according to joystick
If Joyb(1)=1 ;if fire
  \vx+qsin(\rot ASL 4) ASR 6 ;then thrust in direction I
  \vy+qcos(\rot ASL 4) ASR 6 ;am pointing (my \rot)
EndIf
\vx-\vx ASR 5 ;this subtracts a fraction of my velocity
\vy-\vy ASR 5 ;off my velocity (same as drag)
\vx=QLimit(\vx+\vx,0,19) ;this adds velocity to my position
\vy=QLimit(\vy+\vy,0,19)
\sx=!\p(\x,\y,\z) ;calculate screen coordinates
\sy=QLimit(\sx-160,0,320) ;calculate scroll values for display so
\sy=QLimit(\sy-128,0,256) ;I am as close to center as possible
\sx-sx+32:\sy-sy+32
\depth=\x+\y ;don't forget my depth variable
If map(\x,\y)=1 ;oh and colour in block if I stand on one
  Use BitMap 2:\x=Int(\x):\y=Int(\y):Blit 2,!\p(\x,\y,0):Use BitMap db
EndIf
Return
```

.movethem:

```
USEPATH bob() ;simple routine that loops through
ResetList bob() ;all shapes making /id=2 shapes
While NextItem(bob()) ;fly round in circles...
  If \id=2
    \rot=QWrap(\rot+\roty,0,16)
    \rot2=QWrap(\rot2+1,0,16)
    \x+qsin(\rot ASL 4) ASR 4:\y+qcos(\rot ASL 4) ASR 4
    \sx=!\p(\x,\y,\z)
    \depth=\x+\y
  EndIf
Wend
```

.drawbobs:

```
SortList bob() ;sort from back to front
ResetList bob() ;loop through and draw, if they
USEPATH bob() ;are \id=2 draw propellor as well
While NextItem(bob())
  If RectsHit(\sx,\sy,1,1,16,40,320+31,256+40)
    QBlit db,\id*16+\rot,\sx,\sy
    If \id=2 Then QBlit db,\id*16+16+\rot2,\sx,\sy
  EndIf
Wend
Return
```

.initgame:

```
ClearList bob()
AddItem bob():*me.object=bob()
*me.\id=1,.5,.5,0
For i=0 To 2
  If AddItem(bob())
    bob().\id=2,Rnd(19),Rnd(19):\roty=(Rnd(1)-.5)ASR 2
  EndIf
Next
Return
```

.setupmap:

```
For x=0 To 19:For y=0 To 19:map(x,y)=1:Next:Next
For x=9 To 11:For y=9 To 11:map(x,y)=-1:Next:Next
Return
```

.drawmap:

```
Use BitMap 2
For x=0 To 19
  For y=0 To 19
    If map(x,y)>-1 Then Blit map(x,y),!\p(\x,\y,0)
  Next
Next
Return
```

Continued overleaf

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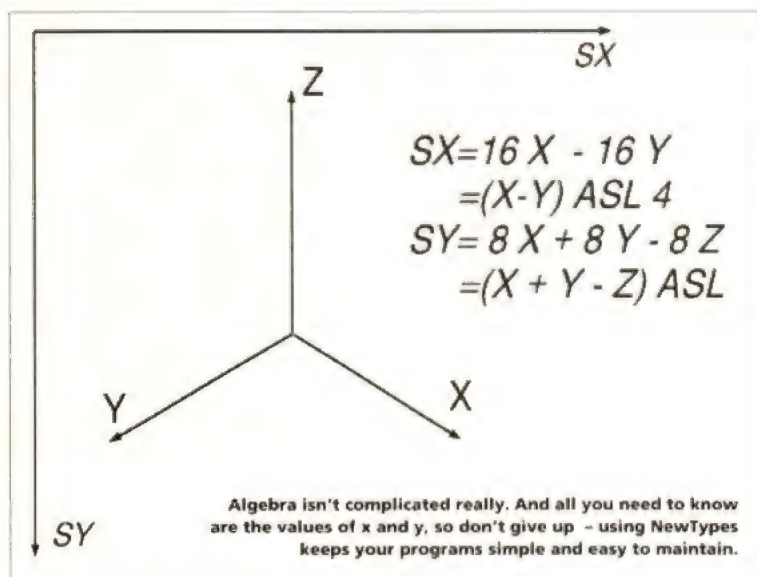


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started, it's up to you to turn it into something fun and addictive. Don't be put off because it just uses boring text and doesn't have snazzy graphics. That sort of attitude is responsible for some of the worst Amiga programs around. This project is aimed at getting you into a creative mode without being slowed down by the glamour tude.

First up a little bit of detail. The dungeon program loads in maps created by the dungeon editor, and lets the player (the B character) move round by typing L, R, U or D and then return. At the moment, you can't walk into walls and neither can the monsters (they're the big M's) but you can fall down holes as can the monsters. Yup, you guessed it, the game ends when you've tricked all the monsters into falling down holes rather than eating you up!

To turn the listing into something even more playable (gasp!) it's time for some more technical stuff...

Two major features we have added to Blitz 2 are NewTypes and LinkedLists. The dungeon game is a very simple introduction to both, as information about each monster is held in a NewType and all the monsters are stored in a Linked List!

NEWTYPES

Similar to the fields of a database or structures in C, Blitz 2 NewTypes are designed to contain a collection of data in one variable or record. Say we have a ball in our program that has both an x and y value as well as a height. In standard BASIC we would assign the ball three variables:

THE SLICE COMMAND

To set up a dual playfield slice we use the long (10 parameter!) version of the slice command, its syntax is:

Slice

Slice#,Y,Width,Height,Flags,BitPlanes,Sprites,Colours,Width1,Width2

SLICE # - the display can be made up of multiple slices

Y - 44 is the standard vertical position that displays should start

WIDTH - actual width of display (can be smaller than the bitmaps to be shown)

HEIGHT - 256 is standard PAL height

FLAGS - \$fff8=lores \$fff9=hires \$fffa=dualplayfield

BITPLANES - Number of bitplanes in total to be displayed

SPRITES - Always set to 8 (even when not used)

COLOURS - Number of colours

WIDTH1 - Foreground Bitmap width

WIDTH2 - Background Bitmap width (same as Width1 if not Dual Playfield)

When utilising a dualplayfield display we use the ShowF and ShowB commands to position our two bitmaps on the display.

```
ballx=20:bally=30:ballheight=50
```

If we had 50 balls we would need 3 arrays:

```
Dim ballx(50),bally(50),ballheight(50)
```

By defining a NewType that can hold not one, but three values:

```
NEWTYP object
```

```
  x,y,height
```

```
End NEWTYPE
```

We then only need one variable for our ball:

```
ball.objectx=20,30,50
```

Or if we have 50 balls we only require a single array:

```
Dim ball.object(50)
```

Using NewTypes not only keeps your programs simpler but much easier to maintain. If we need to add more fields for say, the ball's size we just add a size field to the NEWTYPE definition, no need to dimension another array!

LINKEDLISTS

A standard array in BASIC holds a fixed number of items. Often an array may be dimensioned to hold say 50 items, but at any one time the program may only have 20 items stored in the array. Separate variables are required to keep track of how many items are held in the array and several commands are needed to add a new item to the array and even more to delete one.

In Blitz 2 the linked list means these hassles are a thing of the past. The following creates a linklist structure that can hold a maximum of 50 balls:

```
Dim List ball.object(50)
```

The "list pointer" referred to in the following description is an internal pointer that replaces the index required by standard arrays. This internal pointer means we no longer use an index so:

```
ball(n)x=20 ;using standard array where n is the array index
```

is replaced by:

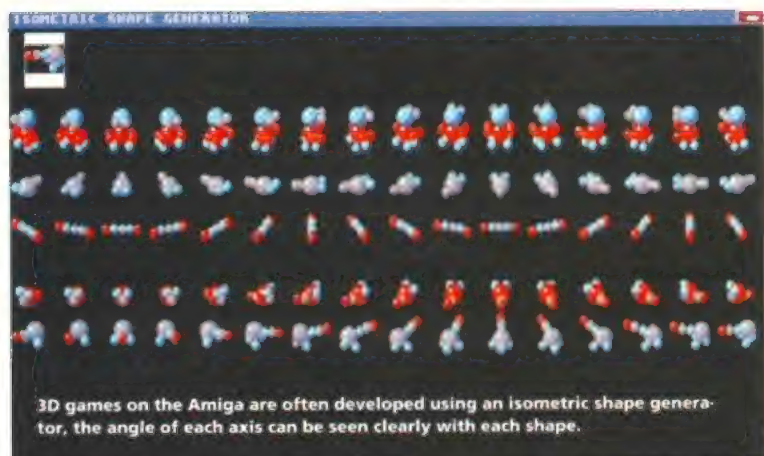
```
ball()x=20 ;no index required as the list has an internal index pointer
```

To add a new ball to our list we replace:

```
If n<50 Then n=n+1:ball(n)x=10,30,50
```

Continued overleaf





3D games on the Amiga are often developed using an isometric shape generator, the angle of each axis can be seen clearly with each shape.

with the AddItem command which returns false if the List is full:

```
If AddItem(ball()) Then ball()\x=10,30,50
```

A typical loop to move all the balls in a list looks like:

```
ResetList ball()           ;reset internal pointer back to head of list
While NextItem(ball())     ;loop through list until we get to the end
  ball()\x+10              ;move "current" ball right
Wend
```

The NextItem() command moves the internal pointer on to the next item, returning false if there is none. Linked Lists produce not only tidy code but fast code, faster than normal arrays using standard indexes. And just to prove just how cool Linked Lists are we can add or delete items from a list in one command! We could add the following line to the inside of the previous loop:

```
If ball()\x>300 Then KillItem ball() ;try that in normal BASIC!
```

BACK TO THE DUNGEON!

If you grasped all that you are doing extremely well. If you didn't don't worry, go ahead and type in the dungeon listing. The remarks are there so you can get just as much out of reading through the listings as studying this tutorial.

As I mentioned earlier, we will be expanding the map editor to handle graphics next issue. With this in mind you may want to start designing the graphics to replace the M*BO graphics, anim brushes will be fine but keep things small. The graphic version of dungeons will use shapes about 16 x 16 and of course be real time, none of this hitting return after every move!

The nice thing about the next version is it will still use Intuition and hence multitask with the rest of your system, unlike our next project...

PROJECT 2 - ISO-BLASTER

There are two listings this month to get us started on our very own original arcade game. Listing 1 - ISO-Render - creates isometric shapes out of what are commonly known as vector balls (after a very cool demo some years back). Listing 2 - ISO-Blaster - is the actual game (well the start of a game). Both programs require the graphics files which I have placed in the



ISOBLASTER drawer of the Coverdisk. You must have ISO-Render running before you can run ISO-Blaster because ISO-Render creates the shapes file that ISO-Blaster requires.

So, who's Isometric? Isometric is a common perspective for developing 3D games on the Amiga. The diagram on the left shows the angle of each of the three axis in our game. Using an isometric perspective is very fast compared to a proper 3D view, there is no vanishing point and so shapes don't get larger and smaller depending on their position which means we can "pre-render" all our shapes.

The ASL command is an "Arithmetic Shift Left", those that know their binary logic will know that shifting a number to the left is the same as multiplying it by 2. The ASL 3 and ASL 4 in the above functions are quick replacements for *8 and *16.

The ISO-RENDER program listed is used to render 16 rotations of each of our shapes. Each of the shapes is made up of balls connected together, the data tables at the end contain the number of balls in total and then the ball, x, y, z information. The following is a screenshot of the balls and their relative codes so you can create some extra shapes for the game.

As we are rotating a shape around its Z axis we use the following matrix multiplication:

$$\begin{bmatrix} x \\ y \end{bmatrix} * \begin{bmatrix} \sin 0 & \cos 0 \\ \cos 0 & -\sin 0 \end{bmatrix} \Rightarrow (x * \sin 0 + y * \cos 0, x \cos 0 - y \sin 0)$$

If you slept through maths that day it might be wise to ask someone a little more attentive to explain matrix multiplication to you. Using the above function we can rotate all the balls in the shape around the z (vertical) axis any degree we like.

However like other BASICs we have to remember the Sin() and Cos() functions in Blitz 2 work with radians:

A full rotation (360 degrees) is equal to 2*pi radians, so to rotate our shapes through 16 rotations we accomplish this in steps of pi/8 radians (360/16 degrees).

To Render each rotation of each shape we use the following steps:

```
Loop through 16 rotations in steps of pi/8 radians
  Loop through all the balls in the shape
  Read in their x,y,z offset (3d position)
  Rotate this position around the current rotation value
  Calculate the balls' depth so we can sort them from far to near
  Sort the balls
  Loop through the balls in the sorted order and draw them into the frame
Next Rotation
```

THE ISO-RENDER DISPLAY

As it is useful to see all the shapes we generate on the screen at once, ISORender opens a nice big hi-res interlace screen. We can use Blitz Basic's fast Blit commands with an Intuition Screen with the help of the ScreensBitmap command. After using this command Blitz 2 enables us to Blit to the Screen just as though it was one of our own bitmaps.

The following is a brief explanation of some new commands used in the ISO-RENDER listing:

LoadShape - can load any IFF or BlitzType graphics file into a shape object
LoadShapes - can load a series of shapes from an IFF AnimBrush or BlitzType file

LoadPalette - reads colours from an IFF file into a Palette object

SaveShapes - write shapes to BlitzType graphics file format

Box/BoxF - for drawing rectangles onto a BitMap

Blit - copy shape to a bitmap using the Amiga's Blitter

BlitColl - pretend to blit shape to deduce if bitmap is blank underneath

GetAShape - copy data from bitmap to a shape object

Handle - position the handle (origin) of a shape

VWait - Wait so many frames (50th secs)

Restore/Read - standard BASIC commands to handle DATA

Continued overleaf

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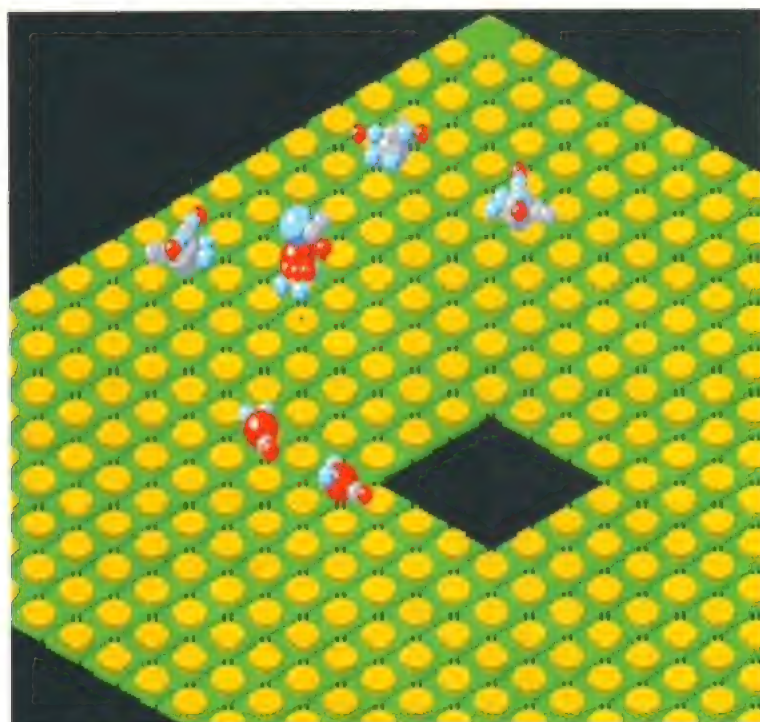
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This is what the ISO-Blaster game will look like when you type it in and run it. It's far from a finished game, featuring only a nice background and some Heli-bees...

Don't forget about the HELP key in Ted to find out the exact syntax for these commands when you're typing in the program and getting familiar with everything.

What you may want to do is come up with some new shapes for our ISO-Blaster game, we're going to need lots of them! Send in the data tables of any you think we should use in the final game.

To add a new shape just copy the last Restore datalabel... line to the next line and change the f=48+r to f=64+r and make the Restore position the DATA pointer to your new shape's data. Then change the y offset of the Blit to further down the Screen. The new line of code should now read:

```
Restore cannon:f=64+r:Gosub makeframe:Blit f,r*32+16,224
```

You might want to try the following as data for your new shape:

ISORENDER.BB BY SIMON ARMSTRONG

```
NEWTYPE .balltype ;all fields are .q (fast 32 bit fixed decimal point)
  depth.q ;used for sorting list of balls from back to front
  col ;color of ball (see table)
  x,y,z ;3D position of ball
  sx,sy ;screen position of ball after iso-projection
End NEWTYPE
```

```
Dim List ball.balltype(50)
```

```
LoadShapes 4,"balls.shapes" ;make sure we're in iso drawer (use CD)
LoadPalette 0,"balls.iff" ;get palette from IFF
```

```
Screen 0,27,"ISOMETRIC SHAPE GENERATOR" ;open hires lace screen
Use Palette 0
ScreensBitMap 0,0
```

```
Box 15,15,15+33,15+41,1 ;shape must fit inside this frame
GetaShape 0,16,15,32,1 ;for clipping height
```

```
For r=0 To 15
  Restore myshape:f=16+r:Gosub makeframe:Blit f,r*40+16,104
  Restore mozzy:f=32+r:Gosub makeframe:Blit f,r*40+16,144
  Restore blade:f=48+r:Gosub makeframe:Blit f,r*40+16,184
Next
```

cannon

```
Data 7
Data 8,-22,-3,1
Data 8,-22,-3,1
Data 7,-6,0,1
Data 4,-4,0,1.8
Data 8,0,0,1.9
Data 7,3,0,2.1
Data 9,6,0,2.3
```

And now, on with the game!

ISO BLASTER

The game at the moment is I suppose a mix of Atari's *Crystal Castles* and *Asteroids* however it's not going to stay that way for long! At present, the ground is made up of tiles and you are able to rotate and accelerate in any direction you wish. A few heli-bees circle round the place and generally everything is peaceful.

Next month, we will add some ammo and work on a routine to explode the shapes back into separate parts. If we get enough space we'll add a map editor and introduce some height into the game so gravity starts playing its part. However the important thing this month is to get to grips with Blitz mode and how we can set up our own display.

DISPLAY BASICS

Blitz 2 has two modes known as Amiga-Mode and Blitz-Mode. All the code we have covered so far has been running in AmigaMode and we have been able to utilise the operating system's Screens and Windows for our display needs.

Now, however it is time to forget about the operating system and switch to Blitz mode. The primary difference is that we no longer have access to Screens and Windows, instead we have to display our graphics using what is known as Slices.

The following code sets up a bitmap (display memory) and displays it on a standard slice:

```
BLITZ ;turn off OS (we're on our own now!)
BitMap 0,320,256,3 ;8 colour lores bitmap
Slice 0,44,3 ;a standard 8 color slice
Show 0 ;display bitmap 0 on our slice
Boxf 0,0,100,100,1 ;draw a box
MouseWait ;wait for mouse click
```

There are some important rules that govern what you can do while your program is in BlitzMode:

```
SaveShapes 16,f,"isoshapes" ;save all shapes generated
MouseWait
End
```

```
; the following routine reads the balls from data into a
; list, rotates them around the z axis, sorts, projects,
; draws, clips and finally grabs them by the tail!
```

```
.makeframe:
  Read n ;how many balls follow?
  rsin=Sin(r*Pi/8) ;needed for the 2D rotation that follows
  rcos=Cos(r*Pi/8)
  ClearList ball() ;empty our work list of all items
  USEPATH ball() ;save typing ball() 50 times!
```

```
For b=0 To n-1
  Additem ball() ;read ball into the list array
  Read \col,tx,ty,\z
  \x=tx*rsin+ty*rcos ;rotate it through a 2D matrix
  \y=tx*rcos-ty*rsin
  \depth=\x+\y ;calculate depth for sorting
Next
```

```
Boxf 16,16,16+31,16+39,0 ;clear frame for drawing into
SortList ball() ;sort from back to front
ResetList ball() ;start with back ball
While NextItem(ball())
```


- NO FILE ACCESS
- NO WINDOWS, SCREENS, GADGET COMMANDS
- NO MULTITASKING

Ouch! OK so Blitz mode is a serious state to be in! The benefits are, of course, more speed and total control of the Amiga's custom chip set including every display trick in the book. The two main display tricks we need to cover this month are dualplayfield and double buffering.

DUALPLAYFIELD

On a standard Amiga the display hardware is capable of displaying 2 bitmaps at the same time, one in front of the other. The limitation is that each bitplane can only contain eight colours, AGA has increased this to 16. The benefits of DualPlayfield are the ability to scroll (move) each bitmap separately and the speed increase of not having to worry about the background graphics when drawing the fore-ground action (because they are on different bitmaps).

DOUBLE BUFFERING

One of the main criteria in programming any sort of moving graphics on a computer is that the display does not flicker or glitch. A main cause of this is when the bitmap that is being displayed on the monitor is also being redrawn by the computer. To avoid this problem two bitmaps are required, one for display and one to be updated with the next frames information.

Once the next frame is ready the two bitmaps swap jobs and the first one is now updated and the second one displayed. This alternating of bitmaps is known as double-buffering.

The following code is a very simple demonstration of a double buffered display:

```

BLITZ
BitMap 0,320,256,3           ;two identical bitmaps
BitMap 1,320,256,3
Slice 0,44,3                 ;standard slice
While Joyb(0)=0              ;while no mouseclick
  VWait                      ;wait for top of frame
  Show db:db=1-db:Use BitMap db ;show 1 bitmap and use the other
  Cls:Circlef 160,128,r,1:r=QWrap(r+4,10,200) ;draw new circle

```

WendIf you remove the VWait the double buffering will no longer be synched with the display and the animation ceases to be smooth and glitch free.

QBLITS

The next thing that needs mentioning is the use of Blitz 2's queue system. One method of moving shapes around the screen is to clear the entire bitmap before blitting the shapes in their new position.

An alternative is to remember where all the shapes were in the last frame and clear only those parts of the bitmap when it comes time to redraw them in their new positions. This is what Blitz 2 queues will do, each time you QBlit a shape to a bitmap the position is stored in a "queue". When it comes time to redraw the bitmap with new shapes/positions the Unqueue command replaces the CLS command to quickly clear the bitmap of the old shapes.

And back to ISO-Blaster v0.1

Now that we know about displays and queues we're ready to get on with the game. There are a few concepts in ISO-Blaster that I will not cover in detail this month. They include the use of Macros and pointer variables and the UsePath directive. Just quickly:

WHAT'S IN STORE FOR FUTURE ISSUES

MACRO: a group of commands defined in a macro can be repeated through your program by using !macroname. Any parameters in curly brackets are inserted into the macro expansion at locations marked by 'n where n is a parameter number.

POINTERTYPES: a variable preceded by an asterisk is known as a pointer, it contains the location of a variable not the actual variable itself. In Blitz 2 pointers are most useful for referencing particular items in a list.

USEPATH: any variable name listed after UsePath will be inserted before variables referenced by an initial backslash by Blitz 2 at compile time.

The rest of the game? Well we've run out of space. As I mentioned earlier I have put a number of comments in the actual listings themselves and made them as structured as possible. This means that you will hopefully have no problems reading through and learning from them. The only way to get to know a new language such as Blitz 2 is by immersing yourself in it, soon you'll be reading the listings as if they were in English, well that's what BASIC is all about!

```

\sx=32+(x-y) ASL 4           ;calculate screen position
\sy=48+(x+y-lz) ASL 3
Blit \col,x+\sx,y+\sy        ;and draw to screen
Wend

;the following clips the rendered shape so that smallest
;possible area is fetched for the destination shape

y0=16:While BlitColl(0,16,y0)=0:Blit 0,16,y0:y0+1:Wend
y1=16+39:While BlitColl(0,16,y1)=0:Blit 0,16,y1:y1+1:Wend
GetaShape f,16,y0,32,y1-y0+1
Handle f,16,36+16-y0
Return

; shape data follows, feel free to experiment, just don't
; use numbers bigger than 2 for the xyz coordinates!
; format is
;   numballs
;   shape#,x,y,z
;   shape#,x,y,z etc.

.myshape:
Data 14
Data 8,-2,-3,0
Data 8,-2,0,3,0
Data 8,0,2,-3,0
Data 8,0,2,0,3,0
Data 6,0,0,1

```

```

Data 5,0,0,2,5           ;head
Data 7,4,-2,2,5          ;eyes
Data 7,4,0,2,2,5
Data 9,0,-4,1            ;arms
Data 9,0,0,4,1
Data 9,2,-4,1
Data 9,2,0,4,1
Data 9,4,-4,1
Data 9,4,0,4,1

.mozzy
Data 5
Data 4,0,0,1
Data 7,-4,0,1
Data 7,-6,0,1
Data 8,4,-2,1
Data 8,4,-2,1

.blade
Data 5
Data 9,0,-6,1,8
Data 8,0,-3,1,8
Data 7,0,0,1,8
Data 8,0,3,1,8
Data 9,0,6,1,8

```

```

;feet
;body

```


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GETTING STARTED

DISK 52a



Switch on your machine, and insert Coverdisk 52a. After a few seconds, Workbench will load. Double-click on the icon marked Coverdisk52a, and then double-click on the program of your choice. If you wish to use *Blitz Basic*, please refer to the *Blitz* section (starting on Page 7) for details on how to expand the *Blitz* disk.

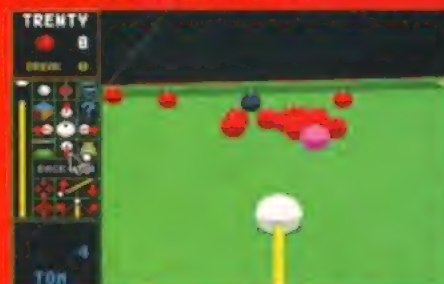
DISK 52b



To load the *Overdrive* demo, simply switch on your machine and insert Coverdisk 52b. To load *Amiganoid* or *Megaworm*, or to access the *Mega-Lo-Mania* fix, you'll need to load Workbench first then put the Coverdisk in.

AGA FIXES

We've arranged specially for your games to be tweaked so that they work on the new A1200 wondermachine.



Jimmy White's Whirlwind Snooker is one of five games you will now be able to play on an A1200.

Spread across both Coverdisks you'll find a number of fixes to load five games onto your A1200. These are *Powermonger*, *PowermongerWWI*, *Jimmy White's Whirlwind Snooker*, *Mega-Lo-Mania* and *R-Type*. *Mega-Lo-Mania* fix can be found on Coverdisk 52a, the others on 52b.

Double-click on the fix you require, then when it has loaded take out the Coverdisk and insert disk one of the game. It should then load itself up as usual, and run happily on your A1200. Note: The fixes will only work with original copies of the games.

COVER DISKS

We have a plethora of games and utilities for you on this month's floppytastic Coverdisks. Let Andy Nuttall show you how to get at them.

OVERDRIVE

Time to burn rubber! Climb in the cockpit of Team 17's race driving demo...



In theory the idea is to stay on the actual racetrack, not take a tour through the surrounding countryside.



That's better. Two cars, both on the track. Do your best to get to pick-ups like this Turbo before the other guy.

TOP-DOWN RACING GAMES are two-a-penny, which makes *Overdrive* seem like an odd choice for an addition to Team 17's impressive range of Amiga software. Written as an arcade-style version of the classic *Super Sprint*, Team 17 have concentrated on making *Overdrive* as playable as possible, with fast 50Hz scrolling, and realistic acceleration on the cars.

Our demo of *Overdrive* pits you against two other drivers in eight laps around a single circuit.

Your car's easy to control – press fire to accelerate, and push left and right to steer. The on-screen drivers at Team 17 boast a fastest lap time of 00:12:39 seconds, so see if you can beat that!

MANSELL-TYPE TIP

Your car is pretty responsive, which you can use to keep your speed up through bends: so long as you drop off the accelerator coming around a corner, you'll be able to slide around the bend.

THINGS THAT YOU WANT TO RUN OVER...



CASH – Not much use on this demo of *Overdrive*, but will come into play in the full game.



STEERING – Steering wheels help you take corners, by giving you extra grip on the road.



WHEEL – Picking up wheels will give you some vital extra grip through the patch of oil.



FUEL – Like cash, doesn't do anything in the demo – but it makes a nice diversion.



MARKINGS – Keep an eye out for road markings – don't just use the map at the bottom of the screen.



TURBOS – Drive on these to put your car in top gear, so you can really shift. The effect lasts a couple of seconds.



OIL – Watch out for the dirty great 'orrible oil patch, because it will make your car slide about in uncontrollable fashion. Try to drive through it in a straight line – and remember that picking up extra Wheels will help you get through it safely.

DEFENDER

Play Acid Software's amazing action-packed version of the arcade classic, have a ball and also find out what can be done using Blitz Basic!

DEFENDER

PROTECT HUMANOIDS (👤) FROM INVADING LANDERS (🚀). LANDERS WILL ATTEMPT TO STEAL HUMANOIDS IN ORDER TO MUTATE INTO DANGEROUS MUTANTS (👤). WHEN ALL 10 HUMANOIDS ARE LOST, YOU MUST FACE THE HAZARDOUS ENVIRONMENT OF HYPERSPACE! HUMANOIDS ARE REPLENISHED EVERY 5 WAVES. PODS (💎) RELEASE DEADLY SWARMERS (🐛) WHEN DESTROYED. BOMBERS (💣) RELEASE MINES (✖) WHICH MUST BE AVOIDED. BAITERS (👤) APPEAR IF YOU TAKE TOO LONG TO COMPLETE AN ATTACK WAVE.

There's not much point in me writing instructions for *Defender*, because Acid have done it for you already! The screen above appears just before you begin a game, and we've included it here as well in case you get stuck.

DEFENDER'S ONE OF those classics: a game which was born in the early days of amusement arcades, a game with unimpressive graphics, but distinctive sound effects and with gameplay so good that... err... people are still talking about it ten years on. ("They don't make them like they used to," etc.)

Acid Software have taken the original Williams arcade machine, squashed it down and stuffed it inside your Amiga. At least, that's what it looks like

after you've loaded it up. The one thing you might notice if you're a real *Defender* expert is that the laser fire is slightly different, but apart from that it's absolutely identical (right down to the samples taken directly from the arcade machine).

Defender was one of a generation of top-class machines from Williams, so we'll just take this opportunity to mention again that its contemporary *Robotron* is available as Jeff Minter's Shareware classic *Llamatron* (all good PD libraries).

COMMANDS

- F1 Select 1 player mode
- F2 Select 2 player mode
- F3 Toggle keyboard/joystick control for player 1
- F4 Toggle keyboard/joystick control for player 2

CONTROLLING YOUR DEFENDER

MOVE	KEYBOARD	JOYSTICK
UP	A	UP
DOWN	Z	DOWN
LEFT	-	LEFT
RIGHT	-	RIGHT
REVERSE	SPACE BAR	-
THRUST	/	-
FIRE	RIGHT SHIFT	FIRE BUTTON
SMART BOMB	RETURN	RETURN



The nasty aliens will try to kidnap your little chaps. Shoot the baddies to release the captives.



Fail to rescue your humans and they will be turned into mutants like the pinky-green chap on the right.

MEGA WORM

Another temptingly simple game offering courtesy of Kirk D'Souza...



Anyone remember the silly 8-bit game *Caterpillar*? Well, this isn't at all like it. Looks crap, plays great.

THE OBJECT OF this neat little game is to collect randomly placed white pills by moving your worm around. Sounds easy? Well, add to this that you can't crash into the walls, your body or another worm, and it gets more difficult.

There are ten pills per level, each of which increase the length of your worm. There are fifty levels ranging from very easy (Level 1) to virtually impossible (Level 50).

Some pills are coloured, and have the following effects:

- Light Green** Increases speed for 10 seconds.
- Dark Green** Decreases speed for 10 seconds.
- Purple** Doubles the length of your worm, and gives you extra points.
- Pink** Halves the length of your worm.
- Red** New Life.

CONTROLS

DIRECTION	PLAYER 1	PLAYER 2
UP	G	Up arrow
DOWN	V	Down arrow
RIGHT	X	Right arrow
LEFT	Z	Left arrow
S	Turns the stars in the background on/off.	
F	Turns the filter on/off	
P	Pauses the game	
Esc	Quit	

- Orange** You get points just for moving for 10 seconds.
- Blue** Turns all worms on the screen blue for 10 seconds.
- Light Blue** Invulnerability for 10 seconds. Enables you to travel through all blue walls including sides of screen.
- Yellow** Reverses the controls of the other player for ten seconds.
- Grey** Puts out the lights for 20 seconds.

NOTE: Remember to unplug the mouse before using keys for player two.

AMIGANOID

If you've never played a Breakout-style game, you're in for quite a treat thanks to Digital Illusions.



Amiganoid

Based on the second computer game ever made, *BreakOut*, which dates from 1974.



BreakOut games enjoyed a revival in 1987, and here's a new twist to the idea.

FROM THE MAKERS of the already-classic *Pinball Dreams* and *Pinball Fantasies*, *Amiganoid* is described as: "a game which is so simple it needs no instructions." They're probably right, because this game is a version of *BreakOut*, Nolan Bushnell's 1974 follow-up to the original arcade video game *Pong*.

Not just ordinary *BreakOut*, though. I'll grant you. Here we have a set of bricks, two walls, and two bats. One bat is controlled by moving the mouse up and down, the other by moving left and right.

Pull down the menu by holding down the right mouse button and moving the pointer up to the top-left of the screen. Move down to Instructions and let go of the button for on-screen help. When you're ready to start move down to Begin Game to start the game going. Now press the mouse button to throw the ball, and good luck!

ZOMBIE APOCALYPSE

What's this? An arcade-quality Op Wolf-style shoot-em-up written in Blitz? Must be Acid Software again!



You shouldn't have too much difficulty working out how to play this.



If you do have trouble sussing it out, please dial Freephone MENTAL.

A CITY OF the future. A future where a nuclear explosion has caused vast amounts of the population to mutate into ferocious killer zombies. You, as one of the remaining unmutated survivors, must destroy all traces of the zombies armed with only an automatic weapon and a handful of grenades.

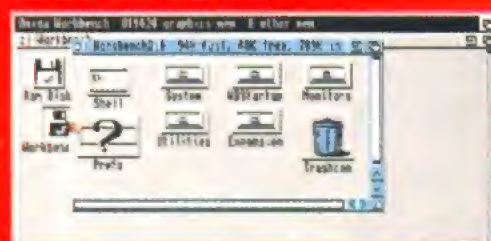
Move the gunsight around the screen using your mouse, and fire at each zombie as it appears by pressing the left mouse button. Throw a grenade at them by pressing the right mouse button.

Now and again crates of bullets (pictured left) and grenades (right) will fall from the top of the screen. Shoot them to reload. Remember - the more accurate you are with your shots, the better you will score.

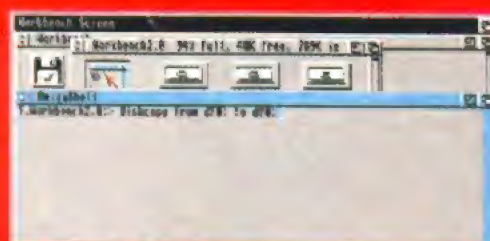
BACKING UP YOUR DISK

There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI - it's actually a lot easier than you might think.

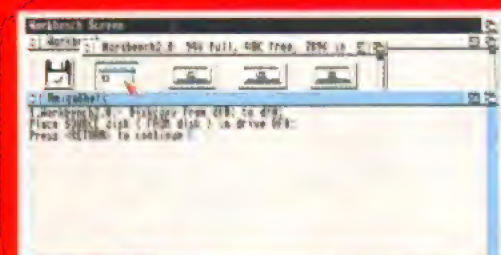
Just follow these simple steps...



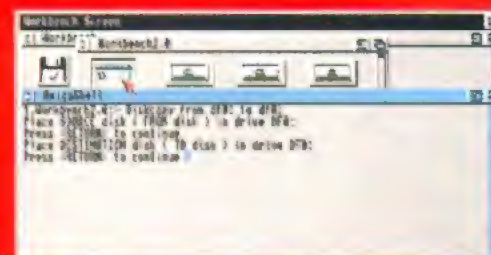
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



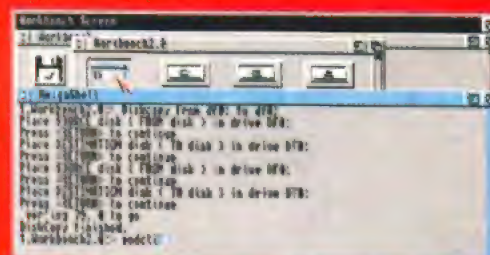
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Dops) Diskcopy from DF0: to DF0: and press the Return key.



3 The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4 Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to, in the drive and press the Return key. Note that the disk does not need to be formatted already.



5 Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in: `endcli` to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

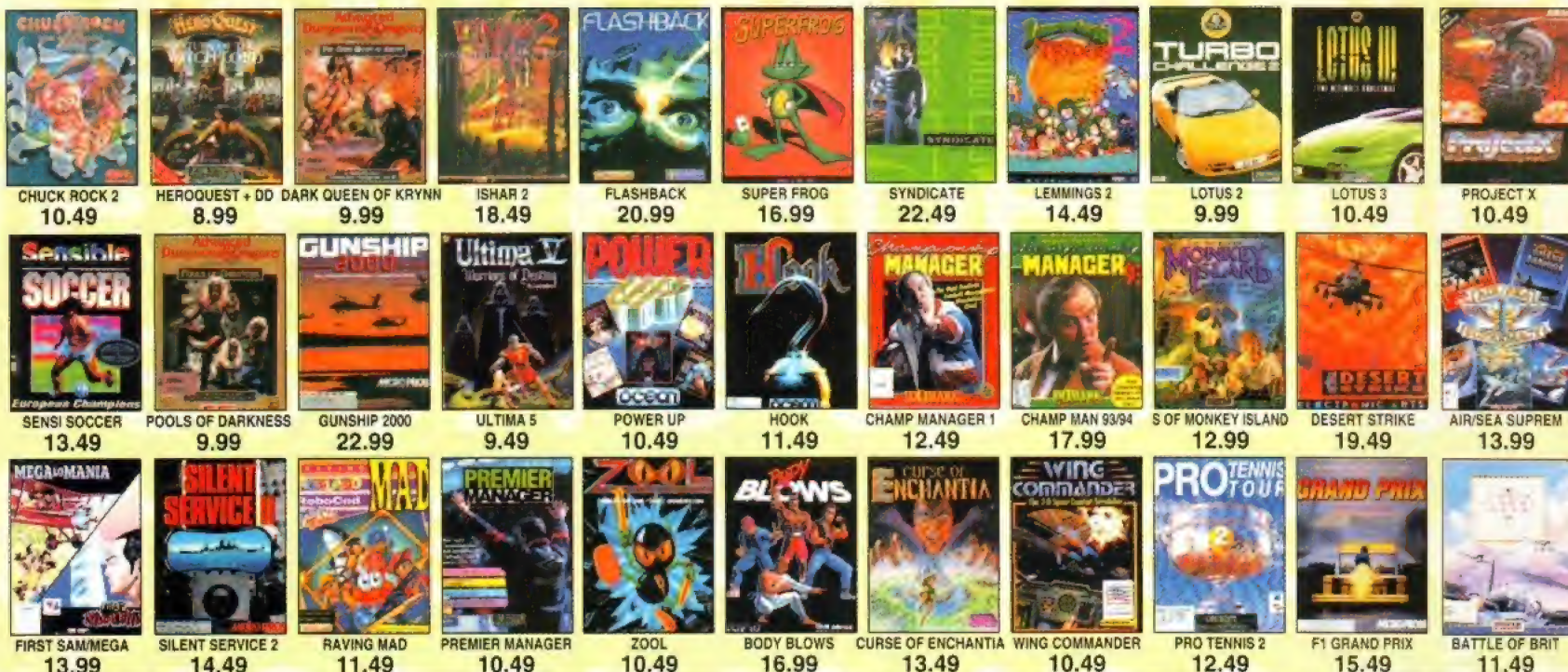
DISK NOT WORKING?

We duplicate in excess of 200,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

You could try using a decent disk recovery and repair program such as *Quarterback Tools* or *AmiBack Pro* (if you don't have either of those, the PD programs *DiskSalv* and *FixDisk* are good too).

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to the address on the right...

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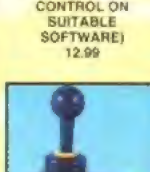
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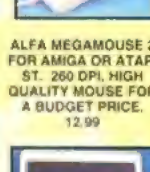
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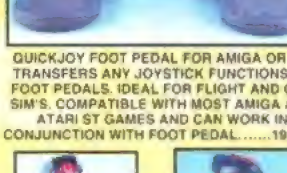
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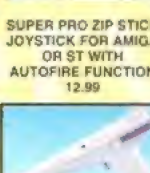
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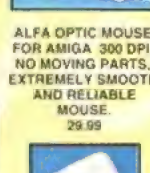
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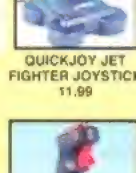
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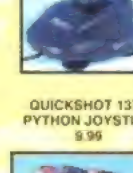
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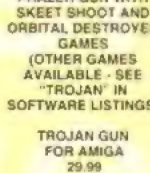
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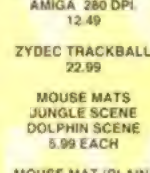
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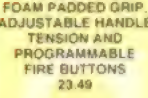
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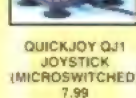
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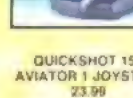
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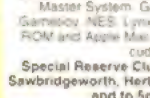
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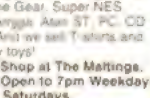
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(FROM NISHIZAWA)



“It's because I've spent two years getting the new Star LS-5 Series right that I'm sure it's right for you. In quality, features, value-for-money, and compatibility with your existing PC and software.

Mind you, it wasn't easy. Designing a series to meet the needs of so many different people and systems. Squeezing them into an incredibly small footprint. And specifying as standard, many features usually only available in far more expensive models.

Such as the RISC processor I installed for the first time on this level of printer to give you first page printing at a speed comparable with costlier machines.

And what about the way I insisted on improved typeface technology. On each model – like the LS-5 low cost general purpose printer there are 14 resident bitmapped fonts and 15 TrueType softfonts for Windows 3.1 on disk.

More than that, the LS-5 EX (a very fast stand alone or networked printer) has

an extra 8 scalable PCL-5 Agfa Intellifonts and upgrade paths to TrueImage (Microsoft PostScript) and AppleTalk. While for the ultimate in DTP performance and flexibility, the LS-5 TT also has additional 35 TrueImage PostScript resident fonts for true WYSIWYG on Windows and Apple Mac.

And just wait till you see how Star's unique Resolution Enhancement Procedure (REP)* produces a **genuine** 600x300 dpi. Add this to the new combined *microfine toner/drum* cartridge and the improvement in print definition is clear!

Turning to paper handling I was determined to give you the flexibility to meet virtually all printing needs: from large mail shots to heavy duty envelopes. So apart from dual source (50 + 250 sheets) there's also a third source option to give an 800 sheet capacity in four paper sizes.

To help increase your business efficiency I specified automatic dual interfaces and user modes which will enable PC users to share printers within the company.

And then I ... well unfortunately I've run out of space! But if what you've read so far sounds good, send off the coupon for even more details on the superb LS-5 Series. ”



Nishizawa
Nishizawa – Star's Senior
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THE DAVE ROBERTS COLUMN

The former deputy editor of trade magazine CTW, now a power-packed industry insider, reveals the latest whispers in the Amiga world.

TO YOU, THE Amiga CD³² might look like sex in a box. To others, it looks suspiciously like a white flag. With the release of a console, has Commodore conceded that there is no longer a home computer market? Apparently not. UK MD David Pleasance claims that while he believes CD³² will outsell the A1200, the disk-based keyboard-included thing called a home computer will survive. Well, possibly. But then Sheffield United tend to survive. Simply surviving isn't really much of a future.

One fact is that there will always be computers in the home. Some people will want to work from home and they will need a computer. And consoles are computers on a long holiday. But a computer in the home isn't home computing. Home computing is a concept that defines a consumer – probably you. It means that the computer was bought to do everything on.

ONCE, HOME COMPUTING was highly fashionable and the Amiga was the leading supermodel. The idea was that there was a generation of late teens/early twenties who had grown up with Speccys, C64s, or whatever as part of their lives and so were games-mad and computer literate.

Soaring sales supported the theory as the Amiga built up a user base of over a million. It was king. But into each reign a little life must fall and recently the concept of home computing has looked wobbly. How many Amigas bought in the past five years are still being used to zap aliens, design cars and organise cashflow all on the same day? And how many are being used about as regularly as Stevie Wonder's kaleidoscope?

Sure the Amiga might have been bought with good intentions, but did it end up as what the consumer wanted all along – a games machine? Let's not forget that at the time the Amiga was the best games machine on the market. And if it was bought for serious work and those intentions remained, how many of the original buyers now have a PC or Mac at work and find it easier to have the same machine at home?

SO WHO IS buying the Amiga these days? Who is 'home computing' now? We seem to be in a transitional period where the multi-purpose machine doesn't fit too comfortably. At well under £100, 16-bit consoles are the best choice if you want a games machine. OK, the carts can be pricey, but Nintendo has recently cut prices with most big-name games now £39.99 (and considered good value by the Mario millions out there).

For the computing side of things, PC prices are coming down and even business heavyweights such as Compaq are believed to be considering bundling a few games with their lower-end options. And if you want a bit of both worlds, then – hell – why not buy both machines? A PC is always a pretty sound investment and the SNES, well it's only £75 in Toys R Us.

That is not to say that the concept of one-machine-does-it-all is on the way out. On the contrary, the idea of one box performing myriad tasks has never been more to the fore.

It's just that this time the concept goes far beyond what we understood by the term home computing and, therefore, well beyond the reach of the Amiga. One of the main reasons for this is that the disk is dead. Well, it's certainly dying. The biggest software publisher in the world, Electronic Arts, has already said that it is embarking on no new disk development.

THE CONSENSUS IS that CD is the software of the future. So the hardware can bridge all sorts of markets – music, video, games, business and others that haven't yet been dreamed of.

At the moment the only thing that can't be done is compute – because you can't write on to a CD – but a new format, Son of CD, will undoubtedly change that. Then home computing will be swallowed up by a greater beast probably called 'Home Everything' – games, movies, music, work, shopping, networking – and the new concept will be controlled by firms like Sony, Matsushita, MCA/Universal and Time Warner.

Yes, it may all be a long way down the road – but not as far as you think. Three years ago people were arguing there was a place for machines like the Spectrum and C64 in the market.

Soon, disk-based computers will be washed away by a tide of CD machines. And when you've got CD you expect a lot more than a combination of OK games and interesting packages. Home Computing is dead. Long live Home Everything! ☺

DYNAMITE WILL BLOW YOUR MIND



Commodore's new A1200 Desktop Dynamite bundle saves you more than £270 in software costs. The pack includes the A1200, two top-name games, *Wordworth 2* AGA and *DPaint IV* AGA for £349.

THE NEW A1200 Desktop Dynamite bundle is described by Commodore's Marketing Manager for Retail Products, Jonathan Anderson, as the "best ever" package that the company has released. And he could well be right.

The bundle, which is targeted at the lucrative Christmas market, is an exercise in aggressive marketing aimed at confirming the A1200's position as the most popular home computer in Britain, according to Anderson.

The programs included with the A1200 are the *Wordworth 2* word processor (worth £129.95), Digita's *Print Manager* print enhancement program (worth £39.99), the *DPaint IV* AGA paint package (worth £99.95), and the two platform games *Oscar* (worth £25.99) and *Dennis* (worth £27.99). There's also a special edition of *Amiga Format* in every box.

All the programs are AGA versions, which means they take full advantage of the incredible graphics produced by the A1200's Advanced Graphics Architecture chip set.

The bundle costs £349.99, so, with the current price of the A1200 at £299, customers are only paying £50 for software worth more than £320.

Says Jonathan Anderson: "I have been with Commodore for four years and this is definitely the best pack we have done. *Wordworth* and *DPaint* are both industry standards, the games are very good and Digita's *Print Manager* is an excellent print enhancement feature."

Since the A1200 price drop to £299, sales have rocketed, with two major High Street retailers selling 1,000 units a week over the usually slow summer months. This means that by the time you read this, sales of the A1200 will have risen from 97,000 to over 100,000.

With such an attractive bundle in place for the Christmas market, Commodore are obviously aiming to see off what remains of the opposition in the home computer market and send A1200 sales soaring even higher.

Commodore are planning two more bundles, both to accompany the new CD³² console. The first will feature a range of the current CD software, and the second will include Full Motion Video titles. ☺

GRAB YOURSELF AN XMAS PRESSIE!



At £2.99 each these games from Daze Marketing are a bargain that can't be beaten.

Daze Marketing have an early Christmas present for Amiga owners. They are releasing *Storm Master* (AF33 90%), *Metal Mutant*, *Crystal of Arborea*, *Boston Bomb Club* (AF28 74%), *SuperSki 2* (AF35 70%) and *Starblade* (AF15 67%) all at £2.99 each. This applies from now until new year's eve (when Daze will be down the pub), and only if you buy directly from Daze, 2 Canfield Place, London NW6 3BT.

NEWS brief

MORE SNASM

SNASM is a development system used by software companies when creating games for the Amiga. The new version was launched recently, and is even more flexible and powerful, so softies have no excuse for releasing anything but superb games from now on. Call Cross Products on 0532 429814.

LEARNING AMOS

AMOS in Education is a new book written to help programmers with AMOS. Priced at £12.95, the book is aimed purely at helping with the production of educational programs. AMOS is exceptionally good at these packages, and after the UK release of *Blitz Basic 2* this may be where it continues to succeed. Call 0734 844335 for details.

SHOW AHoy!

Spotlight Amiga is a one-day Amiga only show to be held at the Novotel in Hammersmith on 17 October. Get along there if you want to see product from Amiga distributors and retailers. There will be bargain gear on sale and experts on hand to answer your questions.

Doors open at 10am, and tickets cost £1.50. But the first 500 callers to the ticket hotline, quoting the number AF1 will get free tickets. Some of the AF team will be going along, so we might see you there.

IDE DRIVES

Media Source reckon they can supply 2.5-inch IDE drives cheaper than anyone else. Maybe it's true... write to PO Box 4, Bangor, Co. Down, BT19 6UP.

XTRA VALUE VLAB

One of the Amiga's finest frame-grabbers, VLab has fallen in price. Call Xi Electronics on 0383 881768.

HARLEQUIN TOO

The first, and some say best, Amiga 32-bit board, Harlequin, has been brought bang up-to-date. Harlequin Plus has an in-built genlock and additional display and output modes. 24-bit palette mapping allows real time adjustment of hue, saturation and brightness for colour balancing and fading. Expect a review in AF soon. Call Xi Electronics: 0383 881768.

NEW CLIPS

E M Computergraphics have 41 new volumes of IFF clip art to complement their already huge range of high quality fonts. They also have five new volumes of Adobe fonts, six of CompuGraphic fonts, two of colour fonts and 30 of 'stunning photorealistic 256 colour images for WB3/24-bit users'. Call Errol on 0255 431389 for full details.

THE AMIGA MAKES MORE MOVIES!

A new British outfit is all set to make a major motion picture using Amigas for the sci-fi special effects, as Marcus Dyson discovers...



Brit film director John Allardice is about to make the Amiga a movie star.

THE AMIGA IS to take a starring role in a brand new British cyberpunk movie. Director and *Amiga Format* reader John Allardice realised his Amiga was the answer to his special effects headaches after reading our feature on *Babylon 5* in Issue 48.

The movie, currently under the working title *Wetware*, involves all the classic elements of a

William Gibson novel. As John explains: "It's got everything: grunge, bikers, the network and action. Lots of action! It's true cyberpunk".

John has made his living for the last nine years as a video freelancer. In April this year he started his own company, Shadowmaker, to produce music videos and do industrial and corporate video work.

Like many commercial video professionals, John had aspirations of producing a feature film. He also had a 'treatment' (filmese for script) that he and his associate Marc De Launey had been working on over the last year. So when they heard about Boxcar, an Edinburgh-based film company producing up-to-date, exciting, commercial British films rather than twee dramas about two people in the nineteenth century meeting and falling in love, he contacted them.

A meeting was set up with Boxcar and John showed their main man Jim Hickey a teaser he had shot in September '92, which had sat undeveloped until this June when John could finally afford the processing. The four short action sequences on the trailer were all shot in two afternoons on a budget of £400 using 'whoever was around at the time.' It, and the script, were good enough to convince Boxcar that *Wetware* was worth their cash.

Since all Boxcar's first six productions have budgets of under £500,000, keeping costs down is important to John if *Wetware* is to have the impact he wants. And one great way of creating all the graphics for the net sequences of his movie is to use Amiga 3D packages. John is an old hand at *Real 3D*,



The special effects for John Allardice's cyberpunk movie *Wetware* will be produced on an Amiga and even the video's cover was made using *OpalPaint*.

ICL: NO NEWS IS GOOD NEWS

ICL HAVE NOW begun to uphold their obligations under the new warranty and distribution deal revealed exclusively in *Amiga Format* last month.

The distribution network is already working efficiently with what little stock they have. Distribution of the CD32 started successfully in early September with units first finding their way to the shelves of Rumbelows. It's just a shame the software houses hadn't managed to get any games there too.

The key to ICL's success where lesser beings have failed will be the warranty question, which has proved to be the Achilles heel of Commodore's operation since the FMG fiasco back in '91.

However, ICL seem more than equipped to deal with the problem. Their Wakefield call reception centre, which also caters for their thousands of

corporate clients, has a record of answering 98 per cent of calls within three seconds. It's not just a question of answering the calls either. If necessary, problems are logged and passed on through a vast network to ICL service centres throughout the country where trained engineers analyse them.

The service terms for the new CD32 machines are if it breaks you send it back and they will return it fixed within 10 days; A1200 owners will get a visit within four working days; and lucky A4000 owners get a next-day visit.

The service lines, which are in operation from 8am to 8pm Monday to Saturday, became operational on 1st September. David Palk, general manager of the system service division says: "Things are going swimmingly well..."

having used it for his video work. But he wanted to take a look at the Video Toaster *Lightwave 3D* package before he made up his mind (discover more about it on Page 36). But after initial discussions with Ron Thornton (of *Babylon 5* fame) John is sure the Amiga is the answer to his prayers.

Another reason the Amiga appeals is price. As John explains: "I got the local Mac guy in, and he came up with a quote. One Quadra 950, peripherals and software would have taken the entire special effects budget of the movie. I can afford two A4000 Toaster set-ups for less."

John's plans for the Amiga's involvement in the movie don't stop with just ray tracing. "We might be doing some digital compositing [combining images] with computer graphics and live action on the Amiga, that would be a world first," he says. "Once the Screamer [an accelerator for the Toaster which uses two RISC chips in parallel for amazing speed] is available, it will be twice as fast as a Silicon graphics Iris workstation. *The Last Starfighter* was done on a Cray One - a Screamer Toaster should be twice that fast..."

Not only will the film owe its existence to the Amiga, but if John gets his way *Wetware* will appear on CD³² too. Shadowmaker are seeking a computer software house to convert *Wetware* to a game.

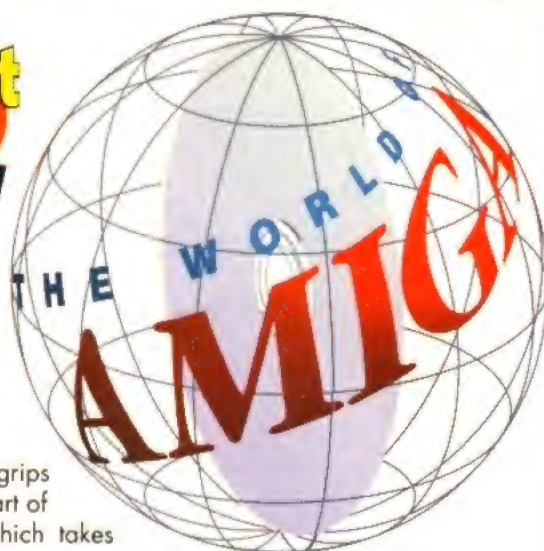
"This kind of action movie would be ideal for CD games," John urges. "The timing is just right, we're just about ready to start talking about a computer game at the time Commodore have announced FMV. We have the ability and we're prepared to shoot footage especially for the game. You know, stuff where the stars do direct to camera dialogue and things like that. So anybody interested in doing the game would be involved from ground level."

We've seen the script, and *Wetware* is the film that we here in *Amiga Format* have been wanting someone to make for years. "If all goes according to plan, we'll be releasing *Wetware* into the cinemas round about October next year - we can't wait for it to be finished. We will have the dubious distinction of producing the first 18 certificate ever to come out of Scotland... it certainly won't be Disney!" concludes John.

Any Amiga artists or animators who think they might have something to offer *Wetware* should contact John Allardice on 0369 5185, as should any games houses who think they can do justice to this film. ☺

The second Future Entertainment Show

WISE UP AT THE WORLD OF AMIGA!



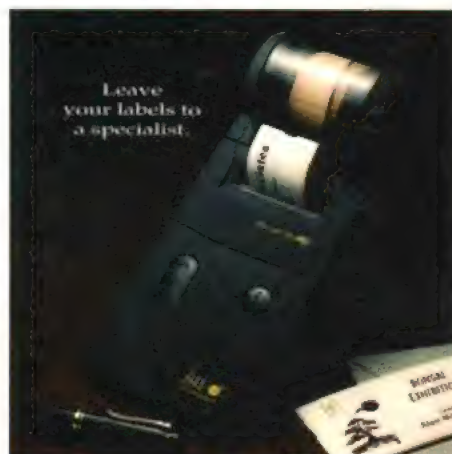
All things Amiga will be gathered in one place just for you to get to grips with at **The World of Amiga**, part of The Future Entertainment Show which takes place at Olympia on 11-14th November.

Whatever you're interested in, be it games, graphics, music or more serious stuff, software houses and hardware manufacturers will be there with bargains abounding. Advice will also be at hand from the experts and, of course, the staff from every one of Future Publishing's Amiga magazines - *Amiga Format*, *Amiga Power* and *Amiga Shopper* - will be hanging around to answer questions and help you out.

Last year's Future Entertainment Show was a huge success and this one promises to more than match it with special attractions and competitions happening each day. But be warned: tickets are not on sale at the door - you must buy them in advance. They cost £6.95 each or £24.95 for a group of four and can be ordered by ringing the telephone hotline on the number below...

FES HOTLINE 051-356 5085

AMIGA NEEDS DRIVERS



THERE ARE MANY wonderful niche market printers out there looking for Amiga drivers. Take the Seikosha Smart Label Printer Pro, for instance. This tiny unit outputs high-quality text on to labels for mailshots and is ideal for a number of applications, even for sending out your Christmas cards if you're very popular. But though any computer can drive any printer, it's a driver, or the lack of one, that makes this beastie inaccessible to Amiga owners. Anyone out there feel like writing one? For more info on this cute label device call Seikosha on 0756 701263.

Seikosha's Smart Label Printer Pro. It may be smart, but until someone writes a driver it's no use to Amiga owners.

WIN QUECENTO!



Special Reserve, those renowned mail order purveyors of cheap computer games, are running a special competition every two months with prizes totalling over £10,000.

This month's big star prize is a Fiat Cinquecento. This superb motor is powered by a 899cc engine and has a 0-60 time of 18 seconds. Special Reserve is a club; membership can be obtained by dialling 0279 600204.

The quintessential Cinquecento could be yours if you're on the Special Reserve list.

A SPECIAL GAME



THOSE FABULOUS PEOPLE at *Amiga Format Special* have just released their latest offering, *The Games Special*. Cramped with interviews of all the movers and groovers in the software circuit, in-depth background articles on the making of your favourite games and exclusive previews of games to come it's

The AF Games Special - it's a must and it's out now!

a must for the serious gamer. Look out for the *Blitz Basic* section inside that complements our Coverdisk. All of this and the chance to win a CD³² or all of Team 17's back catalogue. Don't miss it!

THIS MONTH'S TOP 30



1(3)	▲	Syndicate	FG 91%
		Electronic Arts	
2(1)	▼	Gunship 2000	FG 94%
		MicroProse	
3(-)	New	Dune 2	FG 90%
		Virgin	
4(2)	▼	Goal!	88%
		Virgin	
5(5)	■	Graham Gooch Cricket	78%
		Audiogenic	
6(4)	▼	Champ Manager '93	82%
		Domark	
7(10)	▲	Sensible Soccer 92/93	80%
		Renegade/Mindscape	
8(7)	▼	Desert Strike	87%
		Electronic Arts	
9(6)	▼	Flashback	FG 93%
		US Gold	
10(28)	▲	F1 Grand Prix	FG 92%
		MicroProse	
11(9)	▼	Body Blows	87%
		Team 17	
12(11)	▼	Premier Manager	87%
		Gremlin Graphics	
13(-)	New	Blade of Destiny	FG 91%
		US Gold	
14(15)	▲	Lemmings 2	FG 94%
		Psygnosis	
15(13)	▼	Space Legends	FG 91%
		Empire	
16(-)	▼	Reach For The Skies	FG 90%
		Virgin	
17(17)	New	Ishar 2	79%
		Daze/Silmarils	
18(14)	▼	A-Train	84%
		Ocean	
19(12)	▼	The Chaos Engine	FG 90%
		Renegade/Mindscape	
20(19)	▼	Streetfighter 2	87%
		US Gold	
21(25)	▲	Monkey Island 2	FG 95%
		US Gold	
22(26)	▲	Wing Commander	83%
		Origin/Mindscape	
23(23)	■	Civilization	FG 94%
		MicroProse	
24	New	Battle Isle '93	81%
		Blue Byte	
25(16)	▼	Walker	81%
		Psygnosis	
26(-)	Re	Chuck Rock 2	81%
		Core Design	
27(-)	Re	Sim Earth	79%
		Maxis/Ocean	
28(-)	Re	Nick Faldo's Golf	FG 90%
		Grandslam	
29(22)	▼	Indy Jones - Atlantis	FG 92%
		US Gold	
30(29)	▼	PGA Tour +	FG 90%
		Electronic Arts	

CD³² AT £14.99



Alien Breed is a popular modern classic. It's now available on CD³² for the bargain price of £14.99. Buy it!



Project X is another popular modern classic. It's also now available on CD³² for the bargain price of £14.99. Buy it!

Wakefield based software supremos Team17 like the CD³², but they won't have any new product ready for release on the format until early next year – so they are about to release several of their old favourites on CD at a budget price. Look out for *Project X*, *Alien Breed*, *F17* (reviewed on Page 104 of this issue) and *Quack* in the shops from the middle of October at a price of £14.99. *Quack* is so new that it won't even be reviewed until next issue. But Paul of Team17 says: "We've been playing it in the office for months, which is quite amazing because we usually get bored pretty quickly".

Well done to the Wakey boys for putting their price-points where their mouths are and releasing the very first lower-priced commercial CD³² stuff.

MICROPROSE MERGE WITH SPECTRUM HOLOBYTE

Following months of speculation about their finances, MicroProse have announced plans to merge with US-based adventure game specialists Spectrum Holobyte.

The deal was announced at a special press conference in Bath by Rob Davies, MicroProse's group marketing director. This followed mounting concern about the company's future and a swathe of world-wide redundancies.

Despite heavy investment MicroProse got into financial difficulties last year following a series of failures in the US games market. Highly successful European titles like *Formula One Grand Prix* failed to capture the American public's imagination, while development costs for new games spiralled beyond a point where MicroProse could recoup the money.

By merging with Spectrum Holobyte, MicroProse are confident their flight and strategy sims can now reach a wider audience in the States, while Holobyte's range of adventure and platform games should receive a higher profile in the UK and Europe.

Perhaps the most significant move is a \$10 million cash injection into MicroProse by their US counterparts – this has enabled MicroProse to announce an ambitious range of games releases for 1994 including a CD³² version of *Impossible Mission*. Other Amiga releases like *Subwar 2050* and *Starlord* are likely to be on A1200 and CD³² formats only.



Famous for games like *Formula One Grand Prix*, MicroProse's future now seems secure.

E.D.O.S. ZONE



Finding the Amiga software you want is now made easier at Future Zone stores – everything's accessed from a hard drive.

Fast growing computer store chain Future Zone is to implement the E.D.O.S. system (Electronic Distribution of Software) in the majority of their stores. The system involves keeping thousands of games on a huge hard drive, and then duping them off on to disk as demand requires. Future Zone have hundreds of Amiga titles, most of them re-issued or budget games.

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Amiga CD
Magazine

*'It's hard to see another
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black eye for quite a while'*

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OKI'S OK PRICES



OKI, manufacturers of the Format Gold-winning OL810 printer, have reduced prices across their eight pages per minute LED printer range. The reductions are in the region of 33 per cent on each machine. Call 0753 819819 for more details.

MORPH MADE FASTER

Owners of the truly incredible Vivid 24 high-speed graphics board can use its amazing power to do some pretty high-speed morphing too.

Warp 10 (Star Trek gag alert!) is a new piece of software designed to do what *Morph Plus* does, only faster. It can operate on images of up to 32768 pixels square... that's big!

COLOUR PRINTING AT A GREAT PRICE!



Colour thermal printing at an affordable price? You'd better believe it - manufacturers Star Micronics are about to bring us a great buy.

Thermal printers can offer very good quality printouts at reasonable prices, unless it's colour you want. Colour non-impact printers are notoriously expensive but Star Micronics are about to launch a colour thermal printer which they claim is affordable. And it is too. The recommended retail price of £569 plus VAT (£669) will make it one of the most competitively priced quality colour printers around.

That's not the only good news - Star are currently working on a dedicated Amiga driver for the machine which should be completed by early October. Expect a review in *Amiga Format* as soon as the machine is available.



The KX-P2023 is Panasonic's latest addition to the Quiet Printer range and comes with an Amiga-specific driver.

Panasonic have a new addition to their extremely quiet range of printers, known cryptically as Quiet Printers. The KX-P2023 is a narrow-carriage 24-pin dot matrix printer. The suggested retail price is a mere £240 plus VAT (£282 to all you non self-employed). Panasonic have joined the legion of printer manufacturers who are now offering Amiga-specific driver software to use with their machines, and their Amiga Driver is free with all their

Quiet Printers. If you have already bought a QuietPrinter call 0800 444220 for a driver. KX-P2023 buyers will receive a free sheet feeder too. Call Panasonic on 0344 853915.

CD³² COMPATIBILITY EXPLAINED

Capri CD Distribution have untangled the web of compatibility between CD³² (the great machine with no software) and CDTV (the not quite so great machine with lots). They say the following CDTV titles will work with CD³², with the relevant limitations...

EDUCATION

A Bun for Barney
A Long Hard Day at the Ranch
Asterix French for English 1&2
Asterix English for French 1&2
Barney Bear Goes Camping
Barney Goes to School
Cinderella
Fun School 3
Heather Hits a Home Run
LTV English
Moving Gives me a Stomach Ache
My Paint
North Polar Expedition
Scary Poems for Rotten Kids
Tale of Benjamin Bunny
Tale of Peter Rabbit
Thomas's Snowsuit

ENTERTAINMENT

Air Warrior
All Dogs Go To Heaven
Asterix and Son
Battlestorm

CDPD 1, 2 & 3 *

Defender of the Crown
Demo Collection 1 *
Dinosaurs for Hire
Fantastic Voyage
Fractal Universe
Global Chaos
Hound of the Baskervilles
Pandora's CD *
Prehistorik
Psycho Killer
Sim City
Snoopy and the Missing Blanket
Tie Break Tennis
Town With No Name
Trivial Pursuit
Xenon II

ARTS AND LEISURE

Advanced Military Simulator
Animals in Motion
Connoisseur of Fine Arts
Gardenfax: Fruits and Vegetables

Gardenfax: Indoor Plants
Gardenfax: Trees and Shrubs
Guinness Disk of Records
Women in Motion
Musicolor

REFERENCE

American Heritage Dictionary
Illustrated Works of Shakespeare
Dr Wellman
Illustrated Holy Bible
New Basics Electronic Cookbook
Timetable of Business and Politics
Timetable of Science and Innovation

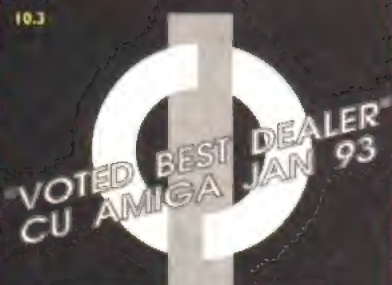
BUSINESS

Inter Office

KEY

Joystick compatible Needs mouse
Needs CD³² keyboard
Needs keyboard and disk drive
* Keyboard/disk recommended
SFX Slight sound fault is evident

If you would like to buy these, or any other CDs, call Capri on 0628 891022.



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IT'S HERE

The Video Toaster is the best piece of Amiga kit in the world, used by TV and film companies to generate amazing effects and graphics. Now for the first time it can be used in the UK, Nick Veitch wants to show you how wild it is...

FROM THE DAWN of Logie Baird, television has proved itself to be a versatile medium, an information channel which has turned its bandwidths to everything from entertainment to advertising, from home shopping to selling religion, from the local news to global media events, from Tiananmen Square to the Gulf. There is no comparison. Television has the power to change the world.

OK, that's all very well, but what's all this techno cyberboggle got to do with us? Well, there is a device in production in California that has the power to change the shape of television forever. This device is actually a peripheral for a humble home computer. The computer, of course, is an Amiga. The device? New Tek's Video Toaster.

TIME FOR TOAST

The Toaster is the most price-effective and powerful single unit video production facility. It gives the Amiga the power to render superb animations, create video quality text and manipulate graphics mixed with live video in any number of devilish ways. In America it has been nothing short of revolutionary.

The Toaster was the stuff of a Silicon Valley legend. A team of designers locked away for four years, eating cinnamon cakes and rarely seeing daylight, toiled away in secret creating the dream machine. Their front was that they were working on a new toaster, and so they were.

The Toaster is not a single entity. It comprises a piggy-backed video slot card and 45 disks containing the hottest rendering and video manipulation software in existence.

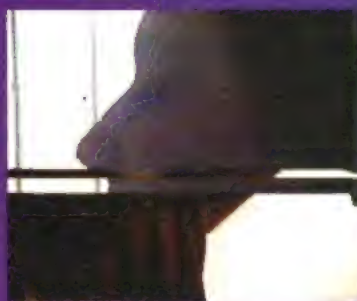
But all this happened a long time ago. Why should we now bother going back over old ground? Well, early in its life a great tragedy struck the Toaster. One of the important components, the image generator chip supplied by Sony, fell out of favour at the Japanese HQ. It wasn't taken out of circulation - in fact it is still in production now, but any further development was put on freeze. This was only a tragedy for us Europeans though, because Sony never produced a PAL version of the chip.

To redesign the Toaster with another chip at its core would have been an expensive and lengthy task, and one which NewTek didn't really need to undertake. The Toaster had already caused a storm, especially after it won a Best Mac Peripheral Award. That's right, cunningly disguised Amigas, fitted with Toasters, were successfully displayed and sold as external video devices for the Apple Macintosh at Mac shows all across North America.

With the mass of publicity, Toasters leapt off the shelves. With it being all they could do to keep up with demand in their home territory, it was hardly surprising that NewTek didn't feel the need to expand into overseas markets too.

DIGITAL VIDEO EFFECTS

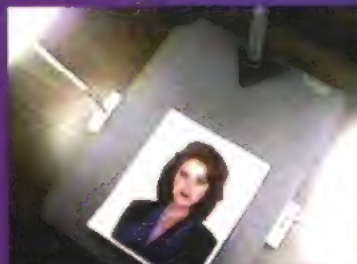
The Toaster can create literally hundreds of digital effects such as those seen all the time on TV. Flips, spins, tiles, curtains, page-peels, zooms, squeezes, blinds, rolls and mosaics are but a brief selection from the list. Many of the effects such as whips, zoom trails and luminance dissolves were impossible on conventional equipment when the Toaster appeared on the scene.



The Toaster is capable of so many effects, you won't have heard of half of them!

FRAME GRABBER

The Toaster also features a built-in frame-grabber and frame store. This will save a full resolution video image in 16.8 million colours for use in other parts of the Toaster or for direct playback through the frame store. The playback speed is up to 5fps when stored in the Amiga's RAM, and obviously they can be used in conjunction with the Switcher for transitions and effects.



Individual frames can be grabbed and stored - colour comes in 16.8m varieties!

CHARACTER GENERATOR

When you need a title or video caption, there is no reason to quit the Toaster. Amongst its armoury there is an excellent character generator, which is nothing to do with RPGs but is a lot to do with rendering fonts at video resolution.

The Toaster comes with its own collection of fonts, including some multicoloured and chrome-effect examples.

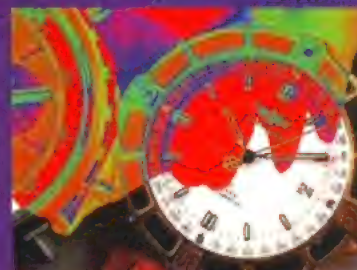
Along with pure text on screen you can play around with 24-bit graduated tints, semi-transparent shadows and variable speed scrolling. The captions can be linked to the switcher to provide any number of spinningly, zoomingly, tumblingly amazing displays.



There are many different fonts and treatments you can use to create video titles.

COLOUR PROCESSOR

A powerful colour processing engine is provided, capable of manipulating and digitally altering any image that comes before it. Many of the effects will be familiar to those who use Art Department, but many more are unique to the Toaster software. Image Processing on the Toaster can handle just about any effect you could possibly think of.



Images can be uniquely manipulated and digitised beyond recognition.

VIDEO TOASTER

NO, WITH MARMALADE...

But now that has all changed. The Toaster, now in its vastly improved Toaster 4000 form, will shortly be making its official debut in this country.

Toasters have been used in this country for years, but only for off-line processing and to run *Lightwave*, the superb rendering software. The difference now is that NewTek have been talking to Prime Image, a company which specialises in video hardware and produces a 'standards converter'. This gadget will convert NTSC signals into a European PAL signal. So, apart from having to install a few more boxes in your Amiga, you can have your video workstation toasting away in a decent screen mode.

So what can the Toaster actually do for you? Well, just take a look at the images on this page. Everything here was generated by the Toaster, working on recorded video sources (it could just as easily have been from live sources). In fact it is far easier to talk about what the Toaster can't do for you. Anyway, keep reading for a guided tour to the miracle that is the Toaster...

Continued overleaf

TOASTERPAINT

The ultimate video workstation wouldn't be complete without a 24-bit paint package. The *ToasterPaint* application can be used to generate your own artwork in 16.8 million colours or to manipulate images produced in *Lightwave* or grabbed using the frame-grabber. This is more than just a simple painting tool though, advanced operations such as rotation, texture mapping, anti-aliasing, blurring and re-sizing are all available to the user.



The Toaster's 24-bit paint package, *ToasterPaint*, is more than just a tool.

LIGHTWAVE 3D

Lightwave is probably the most highly regarded ray-tracing software for the Amiga. Some people have been known to buy Toasters just so they could use it! The only other Amiga package that could possibly compare to it is *Real3D2*.

Lightwave renders computer designed images into full 24-bit resolution. Aside from its advanced mapping abilities (which can cope with reflection, textures, specularities, diffusion, bumps and transparency, *Lightwave* can also handle fog effects, motion blur and dynamic particle systems.

Lightwave can be used to build up extensive animations quickly and easily with its advanced key framing and tweening options, so you are not limited to just one image or committed to the tedious task of creating each frame by hand before rendering.



Ray-tracing with the excellent *Lightwave* software is the ultimate experience.

GENLOCK

Another vital piece of equipment which has been crammed into the Toaster is a genlock. The Toaster can use this to overlay Amiga generated graphics (such as captions or logos) on to an incoming video source or over either of the two frame buffers. As with all of the components that make up the Toaster, this genlock conforms to the most stringent of requirements for full broadcast video.



The Toaster's built-in genlock can overlay Amiga graphics on to a video source.

THE SWITCHER

The backbone of all of the Toaster's myriad parts is the switcher control program. This is the software which allows the user to combine the various effects with up to seven inputs (including four 'live' video inputs) and produce both a programme and a preview output. This is where the user can get creative with all those cuts, fades mixes and wipes.

The Switcher also controls the linear keyer and can accept an external GPI trigger.



The switcher control program is used to pull all the effects together.



LIGHTWAVE

This stunning shot from the award-winning sci-fi series *Babylon 5* was created entirely in *Lightwave*.

THE MOST INTERESTING part of the entire \$2,000 Toaster package for most people is the amazing *Lightwave* rendering software. To compare *Lightwave* to the likes of *Imagine* is like comparing an A4000/040 to a ZX80 – they are light years apart.

Lightwave was the first rendering package to break away from the traditional tri-view mode employed by other modelling packages. The tri-view is a throw-back to the place where 3D-rendering packages originated – the Computer

Aided Design workshops. Since draughtsmen were used to creating objects viewed from three planes (front elevation, side elevation and plan views) it seemed only natural for their early computer counterparts to adopt the same system. This is all very well for designers, but the problem for modellers is that it is very difficult to visualise what the image would be like when viewed from any other angle, which after all is the whole point.

Lightwave does offer the traditional views (albeit one at a time) but does not restrict you to

these. A full moving view with true perspective is also available, enabling the user to position the shot with a wire-frame model while the objects are still being designed. This is a feature which has only just become available in other software.

THE MODEL SHOP

In order to create pictures, though, you first need objects to render. *Lightwave* separates the creation of individual objects from the composition of scenes and these are done in a Modeller module. The approach is very different from any other design system, but it is most like *Imagine* in that objects can be created and modified in layers. *Lightwave* has much more powerful tools, though.

Essentially the designer has at his disposal every tool a traditional sculptor has. You can manipulate objects by 'chiselling' them, drilling, bevelling or turning them on a lathe.

CHECK THE MAP

When it comes to surface-mapping your objects, *Lightwave* is only matched by *Real3D2*. Mapping is the process by which surfaces are given properties which affect the way they reflect light and therefore alter the way they look in the final image.

The types of surface properties found in almost every rendering package are reflectivity and specularity. These control the amount of light reflected by the surface and also the likelihood and intensity of any highlights appearing.

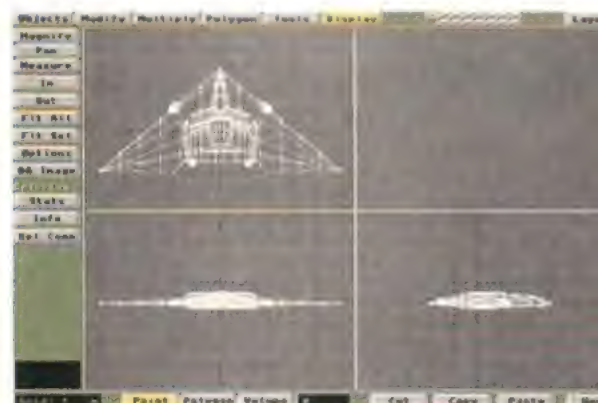
In addition to these, *Lightwave* has diffusion, luminosity, transparency, and bump maps. Bump maps control the actual texture of the surface. Without a bump map the surface of a sphere is treated like a sphere, but with one the sphere could become a textured object like an orange – the bumpmap adds information to the rendering process concerning the actual physical roughness of the surface, so light doesn't necessarily follow the obvious incidence-reflection path.

Another neat feature is the introduction of scaleable fractal noise which can be used to add a degree of realistic turbidity to any surface.

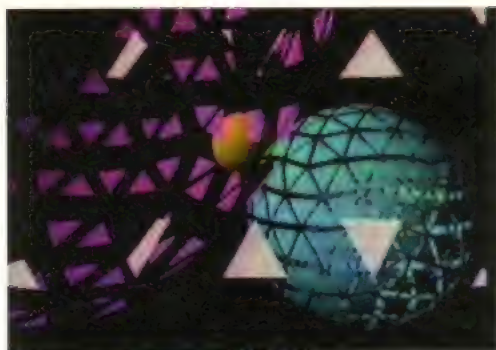


Mapping options as demonstrated on this 'bird' can completely alter the nature of objects.

This effect is also in evidence applied to a transparency map to create fog effects. That may not seem very clever to you, but think of the poor Japanese mathematician who spent over six years of his life trying to create an algorithm that could render a realistic fog effect!



The Modeller screen from *Lightwave* shows the traditional tri-view approach, and a perspective window.



Even mathematical models like spheres can look impressive with a bit of inventive animation.



Animations can be created using only a small number of key frames and letting *Lightwave* fill the gaps.

Unlike in *Real3D*, the objects are created on a points and vertices matrix, but unlike *Sculpt* and *Imagine* this doesn't necessarily result in an obviously angular object.

Once the objects have been created you may then place them into your scene, a kind of virtual movie set. This is also where the light sources and camera are added to complete the environment.

Although the camera is the viewpoint from which the image will be rendered, it exists as a wireframe object just like anything else; that's because in the wireframe scene manipulating mode, you don't have to view the objects from the point where they will be rendered. This not only helps considerably when positioning the objects themselves, but can also be very useful when it comes to positioning the camera.

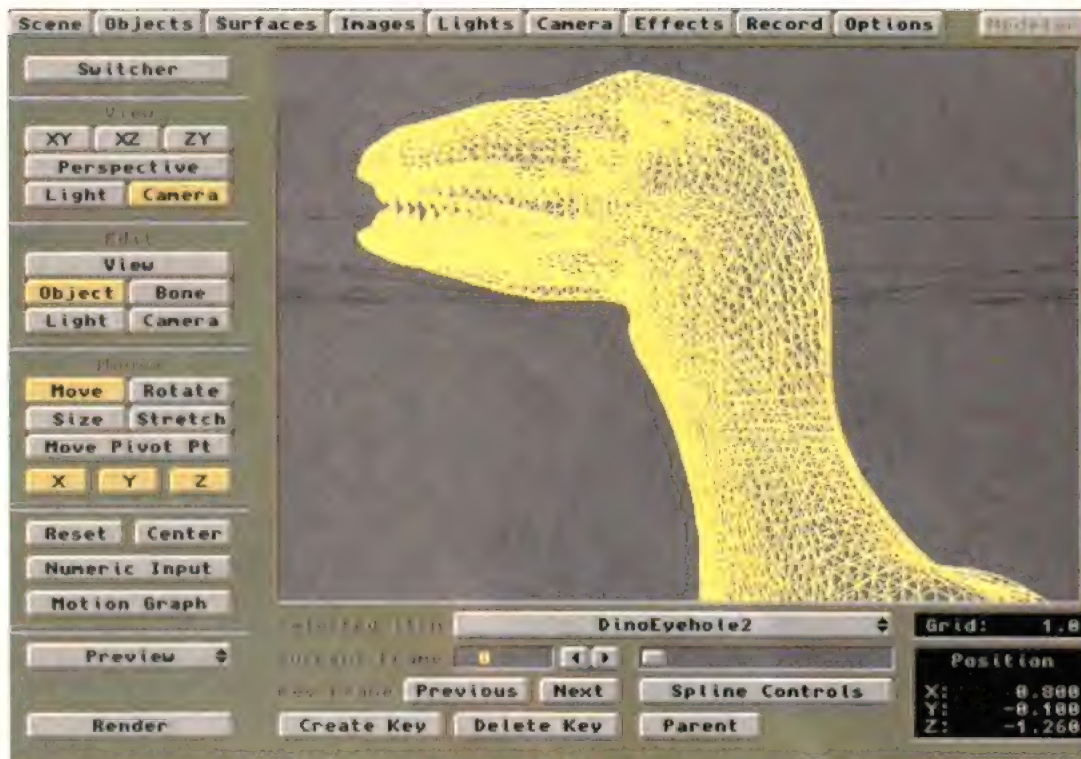
When the lights are ready and all the objects are in position, it is simply a matter of clicking on a button to render the image. It really is the equivalent of taking a 35mm picture, except that you don't have to queue for the results at Boots.

Many effects which would ordinarily be performed in some image processing package can be added before you take the shot - the equivalent of your fancy filters. These include a fog effect, a colour clipping tool and even an alpha-channel compositing feature, for combining the rendered image with an existing one (the equivalent of a multiple exposure).

ON THE MOVE

Of course, one picture is never enough. When you think about it, except for the rare static display genlocked over a newscaster's shoulder, most computer graphics are animated. Where would your News at Ten be with just a static intro sequence? Would people have stayed up to watch Newsnight during the Gulf War if it hadn't been for all those nice sequences of Tomahawk missiles skimming across the desert towards a final confrontation with a ventilation duct? No, pics have to move.

At this point the graphics engineer would be slightly anxious. The thought of moving the camera and/or the objects by minuscule amounts



Is this how Spielberg managed all those dinosaur effects? No, he actually opted for equipment that is ten times as expensive, but his next project, *Sequest*, will use Toaster generated images.

and then rendering each frame individually is a bit daunting. Thankfully the programmers have thought of that.

There are about as many ways to specify motion and animation paths as there are rendering packages, but *Lightwave* uses one of the best, called key framing. Instead of having to specify the exact position of every object and the camera in each frame manually, you can simply specify two frames (the key frames) and the number of frames to be inserted between them. From the positional data in both of the key frames, *Lightwave* will add the positions for everything in frames in between.

Of course, you can still do things the long way, and in many cases this is more effective, but it doesn't half take a long time. Key framing is only particularly useful when composing straight fly-throughs or pans, but you can always use it to rough out an animation.

It is also possible to animate with spline animation paths. These produce smoother, curved

animation paths by treating the motion as a spline curve with tension and bias. These paths produce more realistic images, as they are closer to real-life phenomena such as inertia and gravity.

Apart from animation, splines are also used in envelopes. This is a way in which various attributes

of the scene, the camera or the objects. This is a useful way of creating effects such as changing lighting, camera zooms or even metamorphing objects. Because the envelope effects are independent of any motion path keyframing you may have done, both effects can be combined in one render sequence, completely automatically.



Using envelopes, the blob on this hill is morphed into different shapes in successive frames.

Lightwave is, on the surface, a very simple tool

to use and yet its depth is such that if you find yourself unable to create some particular object or effect, the chances are that you haven't read the extensive manual properly rather than it being impossible to do in *Lightwave*. A truly excellent, professional image generator.

Continued overleaf

ON THE BOX

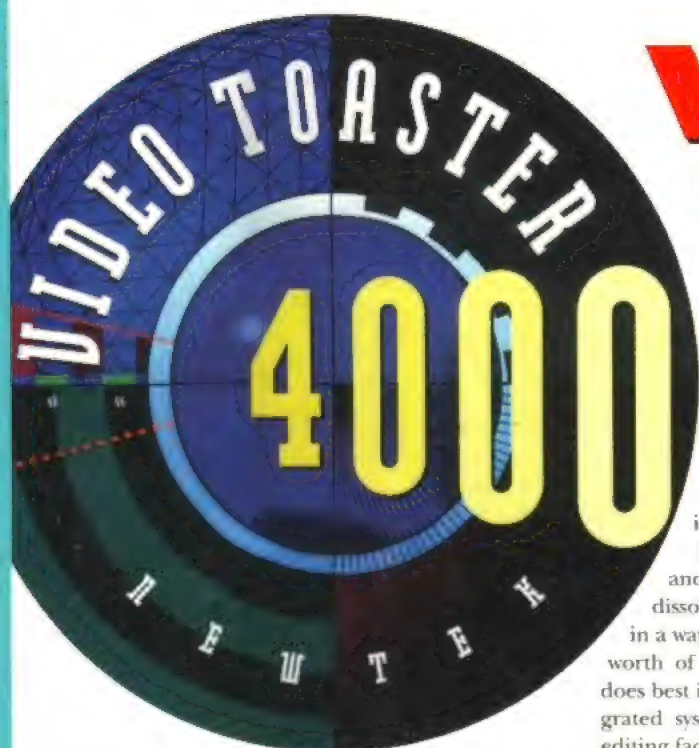
A great many TV graphics are being generated by computer these days, and not only in the places you would most likely expect to see them.

The graphics on ITV's *Chart Show* are obviously ray-traced images, but how many people realise that in the opening sequence of the BBC's 9 O'Clock News around 80% of the set doesn't exist in the real universe?

Unfortunately the BBC didn't use the Video Toaster to create that graphic, but considering that they paid in excess of £3 million for it, perhaps they should have.

Of course the benefit of using *Lightwave* and the Toaster is that once the images are rendered they are already on-line in your video system ready for overlay at the touch of a button.

It is not surprising then that *Lightwave*-generated graphics are replacing those produced on more expensive systems in the USA. With a PAL transcoded Toaster to be officially launched at the beginning of October, it may not be too long before *Lightwave* (and the Amiga) are taking the credits in more British television. In fact, they may even be generating the credits.



VIDEO TOASTER

DIGITAL VIDEO EFFECTS

THE VIDEO TOASTER is the most exciting video device created, on any platform let alone on the Amiga. It is a video production system on a card, and so this naturally enough includes digital video effects, or DVEs.

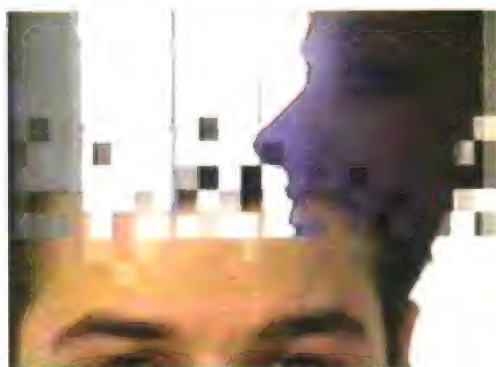
DVEs are transitions from one scene to another, which can be as simple as a cut or dissolve, to flying one frame out and another in a way previously impossible without £100,000 worth of vision mixer. What the Video Toaster does best is provide these effects as part of an integrated system with access to other useful video editing facilities all on-line at the same time.

As we've seen, the Toaster is divided into what it calls 'Slices', a pun on the toast theme, and the primary Slice is the Switcher.

THE VT SWITCHER

The heart of the Video Toaster is the Switcher, what we in the UK call a vision mixer. The Switcher is the screen you control almost all the Video Toaster functions from, and it allows you access to *Lightwave 3D*, the *Caption Generator*, and *ToasterPaint*. Over the face of the Switcher are buttons, called 'Groupons', which operate the effects.

Like vision mixers the world over, the Switcher allows you to make transitions in a variety of styles.



A fairly simple pixelated dissolve is only a brief sample of what the Toaster can do.



The effects can be applied with mask and genlock effects to incorporate Amiga graphics.



Or you can use the frame buffer to store and process two video images at once.



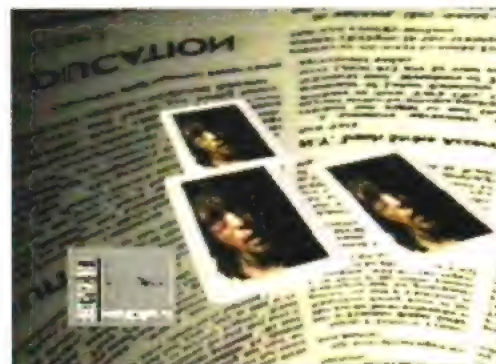
Of course the Toaster can control the precise placement of the second image.



Instead of making edits seamless, you can make them more dramatic with the right effect.



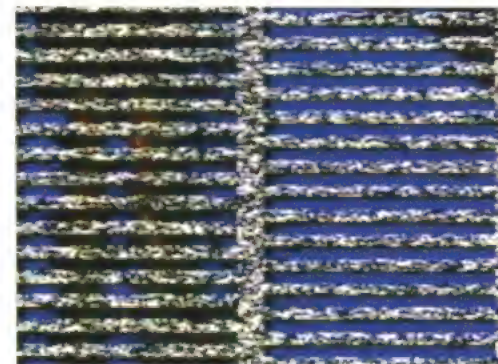
Venetian blind effects are a bit passé these days, but you might want to be years out of date...



Some quite spectacular effects can be produced with a little patience and judicious use of *Lightwave*.



The old scaling tile dissolve is a nice if slightly out of date effect.



ToasterPaint can provide useful backdrops for many of the wipes.

some of which aren't available on any vision mixer for any price. You can perform tricks such as luma keying, plus it has access to another Video Toaster 'slice' called ChromaFX which allows you to add cosmic coloration on to your images. The ChromaFX engine basically allows you to alter the colour in your picture globally, over the whole frame, or in pre-specified bands across the image. The effects are a bit like colour cycling only with full broadcast quality video images.

The DVEs are divided into six banks of buttons on to which a tiny image is drawn which gives you an idea of what the button does. Push the button with the mouse and this activates the T bar. The T bar is a fixture on most vision mixers, and it's the manual control of the transition. This Toaster version is an imitation of the real T bar on a video mixing desk, only this theoretical T bar is mouse operated.

Move the image of the T bar with the mouse and the transition you have selected jumps into action. Push the mouse up and down and the speed of the transition is altered under your complete control. This is, of course, is not the best way to operate a transition, and try as you might you can't ever match the creamy smoothness of a

machine. Your hand will jiggle no matter how much you try to make it stop. Fortunately, you can also move the T bar more smoothly by using the auto feature. Set the speed of the transition and slap the space bar. The transition happens smoothly and automatically. Hit the space bar a second time and the effect reverses.

The Toaster has four inputs, and these can be selected from the main screen. You can cue up two source of video, and these can be two cameras, two VCRs, or one of each. Cue up one as the source and one as the destination, and then hit the transition. Voila! Instant TV. OK so it's not quite as simple as all that, because if you use two unsynchronised tape machines you get a wobbly result, but that's the basic gist.

TOASTER TRANSITIONS

The DVEs fall into certain readily defined categories. Flying frames are where a video frame zooms out of the screen in some way, either revealing another frame underneath or replacing the frame in a similarly aerial fashion. These are the classic DVEs and the one which most people who buy the Video Toaster in the US bought it for.

Next are the warp effects which distort the



By creating your own masks you can customise the effects to your own needs.



Of course you can completely design your own fades by creating animated masks.



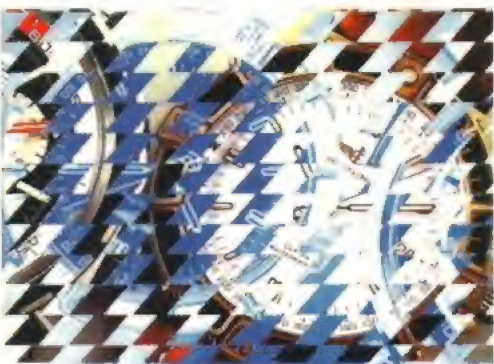
The old 'torn page' effect works particularly well when going from video to pure text.



You can use a programmable luminance keying effect for that extra unusual touch.



Alpha channels are very nice things, even though these circles are very good!



No, Alpha channels really are good, particularly if you can draw a decent rectangle to distort it.

ROLLING YOUR OWN

It's also now possible to create your own Toaster DVEs using a software program called *ToasterVision*. The program consists of five modules which enable you to not only create new transitions for the Toaster, but also to manage and alter the ones you already have. The program also has the facility to compress framestore images by up to 80 per cent, which as your average framestore image is upwards of 900K (bigger than a floppy disk!) can only be a blessing.

ToasterVision is available from Byrd's Eye Software, 9001 Northgate Blvd. #135, Austin, TX 78758 USA. Phone: 010 1 512 835-4811. The program is priced at \$224.95.

frame in some way, like squashing the frame up against the side of the screen to reveal another frame. Also 3D translations, where the frame is tumbled and twirled like a flat 3D plane. Allied to those effects are the ones in which a small square of the picture pops out of the frame and flies off, and this continues bit by bit until the whole picture has flown off the screen in various directions.

There are other effects which defy easy description. There are simpler ones like when the images of the new frame pile on to the screen from the left like a shuffled deck of cards. Another effect is the real time treatment which isn't actually a transition, but the Toaster uses the frame buffers to print images of previous frames behind the current image, so any movement is permanently stored on the current frame. This means trails are made by any moving object, and hands and arms in the frame which move leave behind cascading images of arms and hands as they go.

Not so obvious are the silhouettes and other digitised masking effects. These are digitised outlines of people and scenes which use the shape of the object for the transition. A figure walks across the screen pulling the new frame behind him for example, but there are more complicated and interesting effects in this line.

Pouring liquid, breaking glass, clouds shifting across the frame. These are totally organic effects and are the original effects which the Video Toaster brought to the world of video. The silhouettes include American football players, golfers, baseball players and new for the last revision of the software was NewTek's 'Everywhere Girl' Kiki Stockhammer in a variety of roles. For example one of the so-called 'KikiFX' has her walk on screen as if the shadow is cast on a bathroom window, she brushes her hair, then seems to notice us watching and pulls down a blind, on which of course is the next scene, with the blind forming the transition from one video source to the next.

The sports transitions have football players bumping into each other, pitchers pitching a small round image of the next frame, and golfers 'wiping' the screen with a swing of the club.

The Toaster System 2.0 also has some new 3D effects. The system doesn't allow you to create your own objects, but you can wrap video images around balls and cubes. Once wrapped on, these either spin off the screen or explode.

Throughout all this development, the Video Toaster software has been 'waking up' parts of the original hardware which were previously untapped. This evolution is complete with Version 3 of the software - a new version of the recent Toaster 4000 software which includes new versions of all the Toaster Slices including version 3 of *Lightwave 3D* and version 3 of the *Switcher*.

Continued overleaf



The news wouldn't really be worth watching if there were no spinning title logos.

TOASTER CG

PERHAPS ONE OF the usually more mundane tasks that professional videomakers use their expensive equipment for is generating captions. Virtually every factual piece of footage has a caption in it somewhere, and even pure entertainment programs need a character generator for the odd title or credits sequence. The Toaster has a special 'slice' for this, called *ToasterCG*.

IN CHARACTER

Captions are all about text, so the Toaster has to be able to generate characters from stored fonts. It also needs to be able to generate them at any size required. 'Aha - sounds like a job for Mr Compugraphic,' I hear you say.

Indeed, the Toaster does support Amiga CG style fonts (which is not why the program is called *ToasterCG*, by the way - it stands for Character Generator), but it is more happy with standard Postscript fonts. Fonts must be individually loaded into the character generator one at a time, and in the specific sizes you wish to use them at. The reason for this is that all the fonts must be stored in RAM for use with *ToasterCG*. This may seem a bit of a pain, but it is sensible as it allows the software to manipulate the fonts at a reasonable speed.

The fonts are thus displayed in the requestor with their relevant sizes when you select them. You can then enter the characters on to the screen, but they only appear in a preview mode while they are placed in the correct position on the screen.

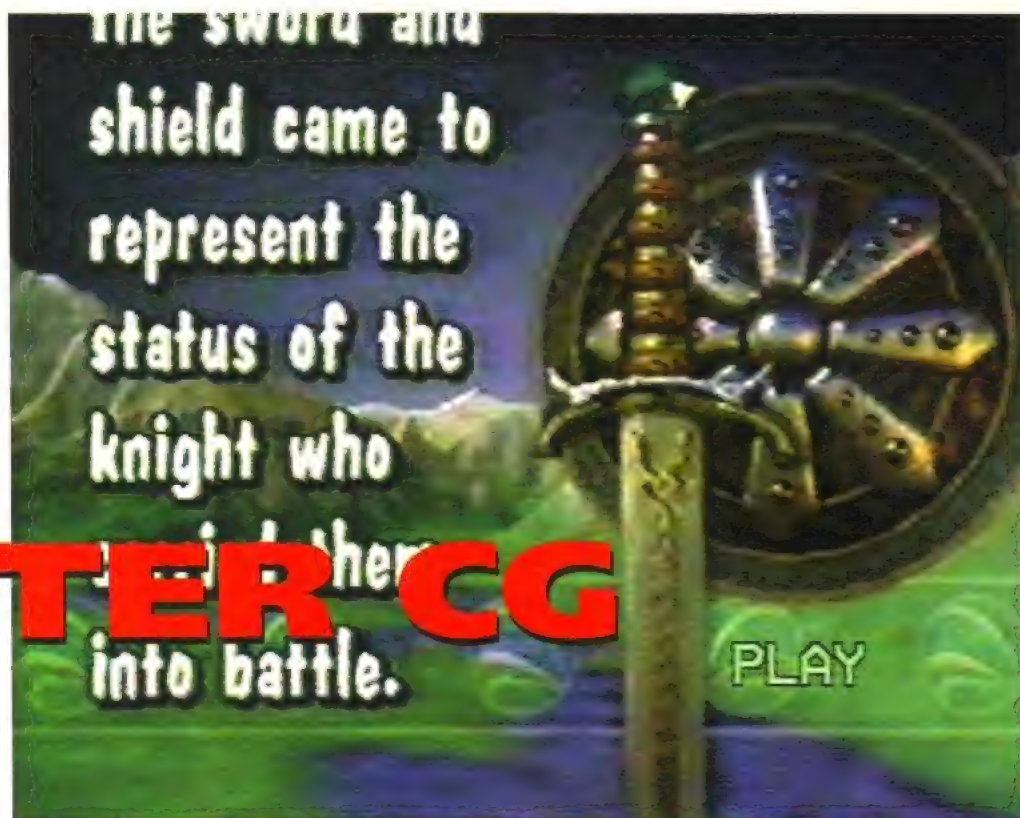
RENDERED SAFE

To actually lay down the text you need to select the Render option. The difference between the preview mode and the final rendered image is that while rendering *ToasterCG* will anti-alias the fonts directly on to the current screen so that you can see how they will look when displayed. Anti-alias-

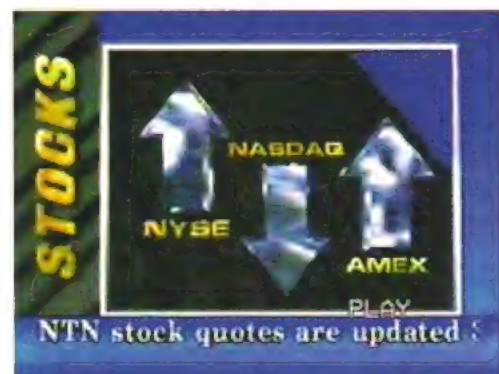
TOASTER FONTS

In addition to the fonts which are supplied with the Toaster (and that is quite a few), there are now several font libraries operating in America which offer complete families of popular fonts in a Toaster useable format. In fact there are probably more fonts available for the Toaster than there are for a standard Amiga.

One company, B&P Graphics, is offering an incredible 1,000 Adobe Type 1 typefaces on CD-ROM for a mere \$499!



It is possible to overlay rendered images on to graphic backdrops generated in *ToasterPaint*. In this example, the text actually scrolls up the screen.



This screen is a compilation of several layers of *Toaster*-generated graphics.

ing is a technique used to ensure that the individual pixels of the font will not be too noticeable when displayed. This is a useful feature, which is important for italic fonts or characters which have diagonals in them as it reduces the 'staircasing' effect around the outline of the font.

Rendering also takes into account any text effects you may have specified. Not only can you add shadow effects to your characters (at varying angles) but you can also add transparency effects.

This gives the impression, when keyed over live video, of the text colourising the image below. The transparency characteristics for the text and the shadow can be entered separately so you can have solid text with a semi-transparent shadow, an effect which looks particularly impressive.

PAGE AFTER PAGE

Captions and screens for keying are created in 'pages' on the Toaster. If you like, these pages can be sequenced to form a book. The page way of working is the most sensible, even though successive pages may use the same backdrop with different words or vice versa.

There are four different types of page. The simplest is the Keyed page, which is text on a transparent background for overlaying. This is



Generated graphics can be overlayed over animated backdrops too, either live video or *Lightwave* anims.

probably the most useful and most used option, as the caption will be referring to some live video.

The second page type allows the graphic to be overlaid on to a backdrop, which may be either a solid colour, a graduated backdrop or any IFF image at all, really.

The last two page types deal with scrolling text - one for horizontal scrolls and one for verticals. There is no reason why you can't interleave these last two types, hum that catchy Tony Hatch ditty and take a trip back to when the airwaves were polluted by *Crossroads*.

ADDING SOME SPICE

Of course, once the 'pages' have been created, you'll want to overlay them on to something. For this it's back to the Switcher, where the caption pages can be manipulated in the same way as any other computer generated graphic. That means that with full image keying you can have your captions appear using any of the wipes or DVEs explained earlier.

It is now de rigeur to have page-peeling captions on American TV, and the Toaster can do that easily. By using the frame buffer you can even mix between two generated caption pages.

Continued overleaf



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FROM THE DIRECTOR'S CHAIR

RON THORNTON WORKS for a company we have featured before in *Amiga Format*, Foundation Imaging. He is part of the team responsible for the stunning effects used in the American sci-fi series *Babylon 5*, and all that work is created on the Toaster. We asked Ron for his professional view of the Toaster and, more importantly, his opinion of the brand new Toaster add-on, the Screamer. This is what he had to say...

TOASTERS, SCREAMERS AND SPACESHIPS

It sounds rather too good to be true, *Star Wars* effects at *Dr Who* prices, but you'd better believe it. The Video Toaster from NewTek is beginning to have an impact on the Hollywood effects industry. It is over a year now since the two-hour pilot of

Realistic motion blur makes *Lightwave* behave more like a movie production facility than just a rendering package.



Copyright Foundation Imaging 1993



Geometry and image created by Ron Thornton 1993

Come on Gerry, Ron's number is 805 257 0292 and he is just waiting for your call.

Babylon 5 was in production. At the time *B5* was unique in being the only television show to have all its visual effects created on personal computers. Now they're all at it. Even Stephen Spielberg has set up a Video Toaster facility after laying down \$15 million on the spectacular computer graphic images for *Jurassic...* er, what's it called?!

Spielberg's TV show, *Serquest DSV*, is due in the UK by the end of this year and boasts an enormous number of Toaster-generated effects, and under the guidance of Jim Lima (the FX designer) should be amazing.

Babylon 5 has been picked up for a season of 22 episodes, and promises to break some new ground in the genre of TV sci-fi (I should know, I've read the scripts).

The Amiga has been around for a long time, so why hasn't Hollywood picked up on it 'til now? The answer is software. I have owned an Amiga since 1988 and dabbled a little with 3D. The main problem was that the software was designed for tinkerers and hobbyists. One developer punctuated a tech support call I had made with "Hey, what do you expect for £199?"

The *Lightwave* model for the main image of the *Babylon 5* space station occupied over 30Mb of disk space, which isn't that surprising considering there are over 200,000 polygons in it. The image on the right is a bit smaller, but still you can understand why Ron uses 20 Toasters to produce his visuals.



clone servers and rendering scripts. This is no longer a one-man tool.

NewTek has its HQ in Topeka, Kansas, a city half the size of Tunbridge Wells, where the spiciest food is ketchup. This must explain the state of mind of the company whose research and development department has voluntarily adopted the name Alcatraz. So when they call you and say: "Would you like a machine twice as fast as a Cray One, that runs *Lightwave*, for only \$10,000?" I just mop up the drool and say "Gimme!".

Suddenly you have rendering power that makes Silicon Graphics Indy look like a VIC20. With 600 MIPS (million instructions per second), the Screamer will render about 40 times faster than a stock Amiga 4000/040. It's a network in a box - four MIPS RISC4400 motherboards controlled by a Video Toaster4000. No wonder the fashion computer manufacturers are in a tizzy. The announcement of the Screamer at '93 Siggraph caused the guy sitting next to me to say "600 MIPS? That's a typo, man".

The fact that the Toaster and Screamer are both NTSC native machines need not matter. ASDG's *Art Department Professional* now has a PAL Abekas saver which means you can stick it to the fashion boys anywhere with your desktop Cray.

So how about it Gerry, want to do *Thunderbirds* again with computer graphics? FAB!

Continued overleaf ➤

Needless to say the package in question went into the bin with all the rest.

To prevent further aggravation I made a rule for myself. If I can make and render something in 30 minutes without looking at the manual I'll buy it. The next package I bought was the Toaster. At last, not a toy but a tool!

Lightwave (the Toaster's 3D rendering package) is an amazing piece of software, mainly because the programmers, Allen Hastings and Stuart Ferguson, are frustrated film makers. They wrote the package to make their own movies. The user interface vocabulary is film related, not geek speak.

Toaster 4000 contains the latest evolution of *Lightwave*, sporting features such as Lens Flare and Bones (an animatable displacement of geometry that usually costs around \$60,000 to do).

The major drawback with the Motorola 68040 machines is speed. The fashion CGI facilities are always quick to point out that even though the quality is good, the speed is not. They are right of course, so we buy 20 68040s. The problem is partially fixed by using a network of multiple cheap CPUs. Now you get into Novell Network, IBM



The excellent lighting effects in this shot are a testament to *Lightwave*'s superb ability to reproduce realistic images.

STOP PRESS

We have just learnt that Ron and the people at Foundation Imaging have just won an Emmy award for their computer graphic effects in *Babylon 5*. Well done guys!

THE FINAL CUT

WHERE'S THE ROASTER?

The Toaster is currently a leader in a field of one. No other product offers the same facilities for a comparable price, but this may soon change. The Australian development team who bought us the AF Gold-rated OpalVision system have been working feverishly to build a set of add-on modules for this 16 million colour card. Apparently, they will offer facilities comparable, if not superior to the Toaster, with a wide range of live video effects and genlock facilities. What's more, it's designed to work in PAL mode, so you won't need extra hardware to get it to work in the UK.

It sounds excellent, but it's not here yet. Some of the effects included in the modules were demonstrated at the World of Commodore show in Australia, but nobody has yet seen the finished version of the modules, and distributors Centaur Developments have repeatedly moved the release date back. Once the modules are finished, rest assured *Amiga Format* will do a full review, including a comparison with the Toaster.

It's not cheap, but it may be the only way we ever see Toaster generated graphics on European TV.

THE TOASTER MAY be a stunning bit of equipment, but you can't just plug it in and use it in your Amiga unless you are reading this in the US or Japan. When the engineers at Newtek planned the Toaster, they decided to base it around the NTSC (National Television Standards Committee) standard, as used in the United States and Japan. So, when they designed the complex chips that make up the toaster, they designed

them to work with this type of TV signal. This means that the Toaster can only accept an NTSC input, and also outputs an NTSC signal. Unfortunately, the standard used in the UK and Europe is completely different.

Video equipment in the UK uses the PAL (Phased Alternate Line) standard, which isn't compatible with the NTSC one. So if you want to use a Toaster in the UK, you need to convert all of

your video signals from PAL to NTSC before you feed them into the Toaster. Once the Toaster has had its evil way with the signal, you need to convert its output back to a PAL signal for you to feed into your monitor or video recorder. What is needed is a device called a standards converter,



This is a still from the Video Toaster demonstration tape, which was converted from a NTSC original by the Prime Image standards converter.

which can take a PAL signal and convert it into a NTSC one (or vice versa). To use the full facilities of the Toaster, at least two of these (one for the input, and one for the output), or possibly three (one for each of the two inputs) will be needed.

THE PRIME FACTOR

American video equipment manufacturers Prime Image have recently released a new standards converter, which promises to bring toasting to the UK at a reasonable price. It's a full length card which fits into any of the PC slots in a big-box Amiga (the A2000, 3000 or 4000). Previous standards converters have cost several thousand dollars, and have involved a great loss of quality because of the conversion. The Prime Image model uses a new technique to convert the signals (called Comb Through). Most converters work by taking an average of the video signal, and creating the new signal from this.

This process leads to the 'fuzzy' appearance you see with videos converted to PAL from NTSC, especially on one of the many domestic video recorders which can play back NTSC tapes. The Prime Image converter gives much better quality than these, because all of the image conversion is done using digital circuitry. The incoming image is converted to an 8-bit digital signal, and this is then processed and converted by the card.

This card also acts as a time base corrector. If you want to feed two signals into a toaster, they need to be time base corrected. This means the various timing signals included with the signal (which include things like when to jump back to the top of the screen) need to be synchronised.

THE PRICE OF TOAST

Creating a PAL Toaster set-up isn't going to be cheap, but compared to the cost of conventional video equipment it makes financial sense. You're not going to get the same quality as equipment designed especially for use in PAL, but from what we've seen of the quality of the converted image, it's good enough for use in a home or semi-pro set-up. Rest assured that *Amiga Format* will bring you a full review as soon as we can.

The Std Com/PCB standards converter is made by Prime Image (0101 408 867 6519) and distributed in the UK by Vortex (081 579 2743).

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Alison Slan
(Director of Public Relations, DMA)



AMIGA CD32

FREE SOFTWARE

Lemmings, Oscar, Diggers



The exterior may be sleek but lurking inside the Amiga CD32 is a technological wonder. At its heart is the mighty powerful 68EC020 processor from Motorola. This contains the 32-bit technology which has made the Amiga 1200 a runaway success throughout Europe.

Alongside it is Commodore's unique custom AGA (Advanced Graphics Architecture) chipset - comprising three chips nicknamed Paula, Lisa and Alice.

Together they make Amiga CD32 and awesome powerhouse of high speed graphics and stunning sound capabilities.

In fact, the machine can display 256,000 colours on screen (compared to Sega's Mega CD which can only display 64) and has a total colour palette of 16.8 million colours. Amiga CD32 also comes with a chunky 2 Meg of RAM (that's 15 times more than Mega CD) and a double speed drive.

SPECIFICATIONS:

- * 14 MHZ 68EC020 processor
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- * 2 Joystick ports/controller ports
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- * Multiple session disc capability

Hi, It's been quite a month in the Commodore marketplace, no sooner had we all been told that Commodore had lost their shirt than we have been inundated with masses of good news.

First we have the launch of two brand new Commodore Amiga 1200 packs one aimed straight for games market the other firmly at the more mature purchaser. The Chartbuster Pack is great value bundled with Nigel Mansell's World Championship race simulator, Trolls AGA and the all time favourite Amiga Challenge Pack. Desktop Dynamite reinforces the all round strength of the A1200 with a very powerful package based around Wordworth AGA, Print Manager, Deluxe Paint IV AGA, Oscar AGA and Dennis The Menace AGA.

It's good to see Commodore create such a clear distinction between the Amiga 1200 market and the games console market. soon to be dominated by the Amiga CD32.

As I write this article the first of the CD32's are about to land in the UK with a promised street date launch of the first week in September. The major news around this product is just how many of the software publishing houses are enthusiastically writing for it and of course that Commodore have decided to bundle 2 great software titles at launch.

Not to be outdone INDI have added a third so look forward to receiving Oscar, Diggers and Lemmings when you take delivery of your New Amiga CD32.

The other item of news from Commodore does appear to be causing some confusion. It is true that Commodore have appointed the giant ICL company to look after the warranty on their products but this only applies to Amiga CD32 and the Desktop Dynamite Pack. All other products and packs previously purchased or yet to be purchased will be covered by Wang.

Finally it was very sad to hear this week of the demise of Diamond Computer a well known advertiser in the Amiga Market. There is no doubt that the recession continues to cause the closure of many companies often without warning. Once again please be careful with your hard earned money and make certain that you follow the code printed in most magazines before you make that special purchase.

See you next month.

Jakki Brambles

INDI MULTI MEDIA CLUB

A true 'One Stop Shop' for all members. On offer each month with an ever increasing product range, members can obtain software to cover every application including Morphing, Rendering, Raytracing, Video and a PD Library second to none. The Club also offers a very comprehensive range of videos including the Cult Manga Titles, Music, Features and Special Interest. There really is something to suit every one's taste. Membership costs only £10 and each member receives a quality gift on joining, even though there is absolutely no commitment to buy at any time. If you would like to be a part of this exciting club then call Indi on 0543 419 999



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***ORDERS OVER £200 SUBJECT TO STATUS**

AMIGA A1200

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier still be there in the future, should you need them.

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INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

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SALES AND SUPPORT

take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you be tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESales

TEL 0543 419999 FAX 0543 418079

9am - 7pm Monday to Friday

9.30am - 4.30pm Saturday.

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INDI are now able to offer competitive credit facilities on all orders over £200. All credit facilities are subject to status and applicants must be over the age of 18.

If you would like a quote simply call our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE	MONTHLY PAYMENTS	TOTAL PAYABLE
200	£22.00	£264.00	£12.00	£288.32	£9.31	£335.63
500	£54.99	£659.80	£31.06	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.13	£1491.12	£46.54	£1675.44

APR 29.9% WRITTEN QUOTATIONS

AVAILABLE ON REQUEST

*After deposit paid

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 months at home service and repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge.

As part of our policy of continual product development and refinement, we reserve the right to change specifications of products advertised. Please confirm current specifications at the time of ordering.

Prices are valid for month of publication only.

NEW
AMIGA
PACK



AMIGA 1200 CHARTBUSTER PACK

AMIGA 1200 SD

- * Nigel Mansells World Championship Racing
- * Trolls
- * Amiga Challenge Pack

PACK INCLUDES: * International Sports Challenge
* Paratrooper 90 * Cool Croc Twins * Indianapolis 500

£289.99 or from **£11.04*** per month

*(Credit price based on 36 monthly payments APR 29.8%. Total repayment £397.92 and 90 day deferred payments.

80 Mb and 120 Mb Hard Disk upgrades available on any A1200. Upgrade does not invalidate your Wang or ICL warranty on A1200 and Hard Disks. Phone for a quote.

NEW DESKTOP DYNAMITE PACK

This great new pack from Commodore must have at least £300 worth of software bundled with it.

A1200 STANDARD FEATURES.

- * 68020 Processor * PCMCIA Slot * 2MB Chip RAM * 3.5" Internal Drive
- * AA Chipset * Built in TV modulator * Alpha numeric keypad.
- * 12 Months at home maintenance.

FREE

- * Wordworth AGA * Print Manager * Deluxe Paint IV AGA * Oscar AGA
- * Dennis The Menace AGA

INDI PRICE

£339.99 or from **£12.95*** per month

*(Credit price based on 36 monthly payments APR 29.8%.

Total repayment £466.20 and 90 day deferred payments.

NEW LOW PRICE HARD DRIVE OPTIONS

A1200 80 MEG HD

INDI PRICE ADD £200.00

A1200 120 MEG HD

INDI PRICE ADD £230.00

OFFICIAL A1200 HD SYSTEMS

The Amiga 1200 supplied by Indi Direct Mail now includes the official (legal) Commodore installation disk and hard drive utility manual. Indi are proud to be an official supplier of Amiga 1200 Hard Drive systems, that include the official software, documentation and on-site warranty.

AMIGA A4000

FREE
INDI
GRAPHICS
PACK



It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 2 Mb of 32-bit RAM expandable to 18 Mb using industry standard 32-bit Simms module. In line with the Amiga 'flagship' 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available from 80 - 240 Mb and includes a SCSI option.

4000/030 80 Mb HD INDI PRICE £899.99

Other Drive Options

4000/030 120 Mb HD INDI PRICE £959.99

4000/030 240 Mb HD (exclusive to INDI)

Phone for price.

4000/030 120 Mb SCSI HD (exclusive to INDI)

Phone for price

A full range of approved upgrades are available for the 4000/030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 & 68882) and the 24-bit Opal Vision graphics and video system

INDI GRAPHICS PACK (FREE WITH ALL A4000'S)

PD C - light, Graphic Utilities, Ray Tracing and Rendering package pre loaded on to your Hard Drive.

NEW MONITOR RANGE

THE NEW DUAL SYNC 1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built-in stereo speakers.

INDI PRICE

1940 Monitor £269.99

14 inch screen size - 0.39 mm dot matrix

INDI PRICE

1942 Monitor £369.99

14 inch screen size - 0.28 mm dot matrix



ZAPSAC AND T - SHIRT

INDI PRICE £17.99



Parnet Adaptor for CDTV

Connect a CDTV player to any Amiga, and access the world of CD-ROM software. The Parnet interface and software will allow the Amiga CDTV to be used as a CD-ROM drive with any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available.

The CDTV player offers excellent value for money when compared with a standard CD-ROM drive and interface. Most CD-ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD-ROM / CDTV disks your Amiga, interface cable and PD disk with driver software for your CDTV player. (The Parnet adaptor can be used to link any Amigas together)

INDI PRICE £39.99

**CDTV MULTI MEDIA + PARNET.
INDI PRICE £289.99**

AMIGA A600 PRICE CRASH



THE WILD THE WEIRD AND THE WICKED A600 is

an ideal starter pack containing a considered mix of software, making the most of the Amigas capabilities.

PACK CONTAINS:

- * A600 Single Drive
- * Built in TV Modulator
- * 1 Mb Memory
- * Pushover: Grandprix
- * Silly Putty: Deluxe Paint III
- * Mouse and Manuals

NEW
LOW LOW
PRICES

~~£215.99~~

£199.99

A600 - SD A single drive Amiga for those of you requiring a basic A600 at a very competitive price.

PACK INCLUDES: A600 single drive, built in TV modulator, 1 Mb memory. 12 Months at home service

INDI PRICE

~~£189.99~~

£169.99

A600 EPIC PACK (40 Mb HD) PACK INCLUDES:

A600 Hard Disks (40Mb) * 1 Mb Memory * Epic * Rome * Myth * Trivial Pursuit * Amiga Text * Deluxe Paint III * 12 Months at home service.

INDI PRICE

~~£379.99~~

£279.99

INDI A600 ACCESSORY PACK

- * Microswitched Joystick * Lockable Disk Box * Disk Wallet * 10 Blank Disks * Kick Off 2 * Pipemania * Space Ace * Populous * Zapsac A600 Carry Case
- * Zappo T - Shirt.

INDI PRICE

~~WORTH
£79.99~~

£26.99

TEL: 0543 419 999 FAX: 0543 418 079



AMIGA PERIPHERALS & ACCESSORIES

NEW FROM MICROBOTICS!!! M1230XA ACCELERATOR LAUNCH!!!

Microbotics beats the competition in price/ performance/ features and configurations. INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short). 50 Mhz as standard! Huge 128 MB memory design is standard (the biggest memory space in any A1200 peripheral) just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 OMB **INDI PRICE £239.99**
M1230 XA W/40 MHZ EC 030 4MB **INDI PRICE £369.99**
M1230 XA W/40 MHZ EC 030 8MB **INDI PRICE £599.99**
M1230 XA W/50 MHZ MMU 030 OMB **INDI PRICE £349.99**
M1230 XA W/50 MHZ MMU 030 4MB **INDI PRICE £479.99**
M1230 XA W/50 MHZ MMU 030 8MB **INDI PRICE £671.99**



AUDIO VISUAL

MEGAMIX. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source.

INDI PRICE £29.99



TAKE 2. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.

INDI PRICE £37.99



VIDI AMIGA 12. The ultimate low cost colour digitiser for the Amiga. "The best value full colour digitiser on the market" AMIGA FORMAT.

INDI PRICE £75.99

ROMBO VIDI AMIGA 24(RT). For the more serious user, this 24 - bit version will again capture from any video source with true photo realistic images! A staggering 16.7 million colours can be utilised with incredible results. Full AGA chipset support.

INDI PRICE £239.99

AMIGA PERIPHERALS



2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/ A1200. Comes with lifetime guarantee. Beware of cheap imitations.

INDI PRICE £129.99
4MB SMARTCARD. Same as above but maximum 4MB.

INDI PRICE £199.99

ZAPPO 601
Trapdoor upgrade for the A600. 1Mb with RTC **INDI PRICE £49.99**

ZAPPO 601 INC As above only 512K. no clock **INDI PRICE £29.99**



MBX1200.

The original and best floating point unit and memory upgrade for the Amiga A1200. Available with 0.4 or 8 MB of 32 bit Fast RAM and a choice of floating point units. Now complete with real time clock (RTC)

MBX1200Z 68881 14 MHZ 0MB **INDI PRICE £109.99**
MBX1200Z 68881 14 MHZ 4MB **INDI PRICE £249.99**
MBX1200Z 68881 14 MHZ 8MB **INDI PRICE £449.99**
MBX1200Z 68882 25 MHZ 0MB **INDI PRICE £169.99**
MBX1200Z 68882 25 MHZ 4MB **INDI PRICE £309.99**
MBX1200Z 68882 25 MHZ 8MB **INDI PRICE £519.99**
MBX1200Z 68882 50 MHZ 0 MB **INDI PRICE £249.14**
MBX1200Z 68882 50 MHZ 4MB **INDI PRICE £379.14**
MBX1200Z 68882 50 MHZ 8MB **INDI PRICE £579.99**
68882 FPU UPGRADE 50 MHZ **INDI PRICE £169.99**



ROCTEC ROCGEN PLUS.

As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.

INDI PRICE £129.99

ROCTEC ROCKEY.

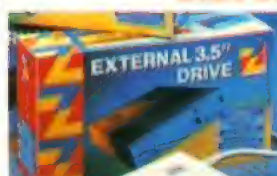
The ultimate accessory for Amiga / Video fans. Separate RGB controls to chroma key on any colour.

INDI PRICE £249.99

ROMBO VIDI AMIGA 12 (RT). Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200 / 4000 users.

INDI PRICE £139.99

DISK DRIVES



ZAPPO EXTERNAL FLOPPY

You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas.

INDI PRICE £59.99

Quality: 9 out of 10. Exceptional value for money.
AMIGA COMPUTING JAN 93



1084ST MONITOR.

Commodore's original and best selling colour stereo monitor. Now includes swivel and tilt stand for total ease of use.

INDI PRICE

£189.99

(£179.99 if purchased with A600 / A1200 / A1500)

OPAL VISION



NEW FOR OCTOBER RELEASE!

The already acclaimed Opalvision Board takes three further leaps into the future with the official launch of the Opalvision modules. With truly awesome capabilities the Amiga can now become the most professional 24 - bit video graphics power station ever!

The NEW OPAL VISION system(Rev.2)

The amazing Opalvision 24 - bit graphics board and software suite has been updated and is now even better value for money.

The software suite now includes:

Opal Paint V2.0 - Now includes full magic wand implementation and Alpha Channel that allows photo compositing with selectable levels on a pixel by pixel basis. The new Chrominance effect allows absolute, real time control of image contrast, brilliance and re - mapping of colours.

Opal AnimMATE V2.0 - offering real time play back of animations created by ray tracers, landscape generators, morphers and all other 24 - Bit software.

Opal Hotkey V2.0 - Display OpalVision graphics anytime with key combinations.

Opal Presents - Comprehensive, icon - driven presentation package
Imagine V2.0 - Imagine 3D is the most popular 3D rendering software, that now supports OpalVision. This is a full version that would cost £300 if purchased separately.

"Quite simply, it's a spectacular product. - Amiga Computing

"Undoubtedly the finest, most professional paint program to arrive on the Amiga" - Amiga Format

"Professional quality at this Price can't be turned away" - Amiga User International

"The verdict was unanimous - brilliant" - Amiga Shopper

INDI PRICE £599.99

PACK INCLUDES IMAGINE V2.0

MORPH PLUS

You've seen Micheal Jackson's video, you've seen the television adverts using the latest techniques in morphing, now now you can create the same results but at a fraction of the cost. Morph Plus is the latest and the ultimate in this technology. Whether you are a professional artist or just want to experiment at home Morph Plus is a must.

INDI PRICE £129.99



DELUXE PAINT IV AGA

Combines powerful tools with an intuitive interface so both professionals and beginners alike can get superb results quickly. New enhancements to the software include the ability to paint and animate in 4696 colours in the Amiga's HAM (Hold and Modify) mode. New animation features also include metamorphosis allowing you to change one image into another. You determine the number of frames and DPaint IV does the rest.

INDI PRICE £63.99

ART DEPARTMENT PROFESSIONAL

The ultimate in image processing providing many key benefits to Amiga users working with pictures. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. Full support for JPEG image makes it possible to maintain an image library in full 24 - bit colour without needing massive hard drive storage. Typically a 600 Kb image can be compressed down to 40 Kb!!

INDI PRICE £139.99

REAL 3D V2

Is a full featured 3D animation, modelling and rendering program. With Real 3D V2 you can produce high quality images and animations of three dimensional models with an astounding level of realism. Imagine creating an animation that shows a handfull of balls bounce down a flight of stairs to the bottom. Gravity, collision, deflection and the elasticity of the balls are all automatically calculated by the program!



INDI PRICE £299.99

SCALA Multimedia 200 (MM200)

Is the ultimate on professional video titling. The eminent design of typefaces, the unlimited choice of typographical details, the high resolution and the more than 80 exciting wipes result in video captioning of exquisite quality. No wonder that Scala is used by leading television stations around the world.

INDI PRICE £399.99 also available

SCALA Pro VI.3

INDI PRICE £169.99

VIDEO DIRECTOR

With Video Director, anyone with an Amiga, a camcorder and a VCR can quickly and easily catalogue and edit the best moments from their video tapes. Video Director is extremely easy to use, you can actually control your camcorder and VCR from your Amiga screen. Video Director comes with everything you need to get started. The hardware to control your camcorder and VCR is included

INDI PRICE £119.99

*Camcorder must have a LANC or Control L compatible port

Professional software is imported and sometimes subject to delay. Confirm delivery at time of order.

TERMS AVAILABLE OVER 6, 12, 24, & 36 MONTHS SUBJECT TO STATUS.
WHY NOT RING FOR A QUOTE. SAMEDAY RESPONSE. (SEE EXAMPLE)



Panasonic Quiet Colour Printing

We researched the colour printer market at great depth to find a colour printer good enough to cope with Amiga's powerful output, yet at an affordable price.

We found the perfect printer in the KX - P2180 and KX - P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer you would probably need a quality word processing package to use with it. We found that too, with 'Wordworth' yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX - P2180



*WORDWORTH AGA COMPLETELY FREE!

WITH PANASONIC QUIET PRINTERS. The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word / document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX - P2180 and KX - P2123 colour printing support), Collins spell checker and thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today" (Amiga Format)

NORMAL RRP £129.99 inc. VAT

INDI PRICE

£169.99

The new Panasonic KX - P2180 9-pin quiet printer.

Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX - P2180 is typically 15dBa quieter in operation, than the competition.

- * **Fast Printing Speeds** 192 CPS NLQ
- * **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
- * **Quiet printing** Super quiet 45 - 48 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- * **6 Resident Fonts** Over 6,100 type styles using Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts.
- * **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- * **1 Year Warranty** for total peace of mind

Panasonic KX - P2123



The new high performance Panasonic KX - P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price

INDI PRICE

£219.99

- * **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- * **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta, black)
- * **Quiet Printing** Super quiet 43.5 - 46 dBA sound level (most matrix printers are typically in excess of 60 dBA)
- * **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script, and Sans Serif Fonts.
- * **24PIN Diamond Printhead** High performance and high quality output
- * **1 Year Warranty** for total peace of mind.

Panasonic LASER PRINTER

KX - P4410 LASER PRINTER



WORDWORTH AGA COMPLETELY FREE WITH PANASONIC LASER PRINTERS
 The writers choice. The ultimate word processor for AMIGA computers
NORMAL RRP £129.99 inc VAT

Once again INDI have joined together with Panasonic to offer all Amiga owners the most outstanding Laser Printer offer ever. We are now able to offer high quality, professional laser printing at affordable prices. We are also giving away a copy of Wordworth with every Panasonic Laser Printer purchased (RRP £129.99). Whether you are looking for a laser printer to handle word processing, DTP, presentation or complex graphic applications - the Panasonic range offers you the power to meet your requirements.

KXP - 4410

- * 5 pages per minute
- * 28 resident fonts
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Low running costs
- * Parallel interface
- * Optional memory expansion to 4.5 Mb (0.5 as standard)
- * HP Laserjet II Emulation

INDI PRICE

£549.99

inc. VAT

Imminent price increase.
 This price while stocks last.

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS



KX - P4430 LASER PRINTER



KXP - 4430

- * **Satinprint** (optimum resolution technology)*
- * 5 Pages per minute
- * HP Laserjet III Emulation, PCL 5
- * 8 Scalable fonts & 28 bitmap functions
- * Optional 2nd input bin (total printer capacity 2 x 200 sheets)
- * Optional memory expansion to 5.0 Mb (1 Mb as standard)

INDI PRICE

£699.99

inc. VAT

Imminent price increase.
 This price while stocks last.

* (Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size.)

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS

Panasonic PRINTER ACCESSORIES



1) **PANASONIC AUTOMATIC SHEET FEEDER**
 Automatic sheet feeder for KXP 2180/ KXP 2123 holds 80 A4 sheets. **INDI PRICE £89.99**

2) **PRINT DUST COVER**
 Specially tailored quality dust cover for Panasonic KXP 2180/ KXP 2123 printer. **INDI PRICE £8.99**

3) **PRINTER STAND**
 2 piece printer stand. **INDI PRICE £9.99**

4) **PAPER PACK**
 500 sheets quality A4 paper. **INDI PRICE £9.99**

5) **CONTINUOUS PAPER**
 2000 sheets 1 part listing paper. **INDI PRICE £19.99**

6) **PARALLEL PRINTER CABLE**
 To be used when connecting Amiga to Panasonic printers. **INDI PRICE £8.99** (£5.99 if purchased with a printer)

7) **PANASONIC COLOUR RIBBON**
 Colour ribbon for KXP 2180/ KXP 2123... **INDI PRICE £18.99**

8) **PANASONIC BLACK RIBBON**
 Black ribbon for KXP 2180/ KXP 2123. **INDI PRICE £9.99**

SAVE £££S ON THE FOLLOWING ACCESSORY PACKS

PACK 1 PANASONIC COLOUR RIBBON PACK
 Contains 6 colour ribbons for the KXP 2123 RRP £119.99.
INDI PRICE £89.99 SAVE £30!!!

PACK 2 PANASONIC RIBBON PACK
 Contains 2 black and 4 colour ribbons for KXP 2180/ KXP 2123. RRP £99.99.
INDI PRICE £69.99 SAVE £30!!!

PACK 3 PANASONIC DELUXE ACCESSORY PACK
 Contains automatic sheet feeder, 2 black ribbons, 2 colour ribbons, 1 dust cover, 2 piece printer stand. RRP £169.99 **INDI PRICE £139.99 SAVE £30**

Add £2.50 carriage to all printer accessories or combinations thereof

TEL: 0543 419 999

FAX: 0543 418 070

LOW INTEREST CREDIT ON ALL ORDERS OVER £200
(PLEASE CALL FOR A QUOTATION, SUBJECT TO STATUS)

AMIGA CDTV

THE MULTIMEDIA COMPUTER TOTAL HOME ENTERTAINMENT SYSTEM

PRICE CRASH!!!



BLACK 1048S MONITOR

At last the CDTV Monitor you have been waiting for. The original and best selling colour/ stereo monitor from Commodore is now available in black to complement your CDTV.

INDI PRICE £189.99

(£179.99 when purchased with CDTV Multi Media pack)

PACK CONTENTS AS STANDARD

- * Amiga CDTV Player
- * CDTV Keyboard
- * CDTV 1411 3.5" Disk Drive
- * CDTV Infra Red Remote Controller
- * CDTV Wired mouse
- * CDTV Welcome Disk
- * Manuals
- * Fred Fish CDTV Disk

INDI PRICE

PACK AS SHOWN £229.99

If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

L to R

CDTV Encore SCSI Controller + Internal Mount	£59.99
CDTV Internal Genlock	£99.99
Black 1048S Colour Stereo Monitor	£189.99
(When purchased with CDTV Multi - Media Pack)	£179.99
CDTV Remote Mouse	£39.99
Scart TV / Monitor Lead	£14.99
(inc Stereo Phono Lead)	
Megachip - 1Mb Upgrade Chip RAM Upgrade for CDTV	£152.99
CDTV Trackball	£69.99

AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and the floppy disk drive - for a total computer solution all that's needed is an ultra fast hard disk drive. The CDTV - HD unit boasts a massive 60 Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

INDI PRICE

£219.99

AMIGA CDTV SOFTWARE

ARTS AND LEISURE

Advanced Military Systems	£29.99
Women in Motion	£29.99
Guinness Disc of Records	£34.99
Animals in Motion	£29.99
Connoisseur Fine Arts	£34.99
Fruits & Vegetables	£34.99
Trees & Shrubs	£34.99
Indoor Plants	£34.99

EDUCATION

Fun School - Under 5's	£24.99
A long Hard Day at the Ranch	£34.99
A Bun for Barney	£29.99
Cinderella	£39.99
Fun School for 5 to 7	£24.99
Fun School for Over 7's	£24.99
Heather Hits her First Home Run	£34.99

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Mind Run	£29.99
Mud Puddle	£29.99
My Paint	£29.99
Paper Bag Princess	£34.99
Scary Poems for Rotten Kids	£39.99
Tale of Benjamin Bunny	£39.99
Tale of Peter Rabbit	£39.99
Thomas's Snowsuit	£34.99
Moving Gives me Stomach Ache	£34.99
Barney Bear Goes Camping	£29.99
Asterix French for English I	£34.99
Japan World (PAL)	£49.99
Fractal Universe	£34.99
Read with Asterix	£19.99

ENTERTAINMENT

Battlechess	£39.99
All Dogs Go To Heaven/Electric Crayon	£34.99

Classic Board Games

Dinosaurs for Hire	£14.99
Hounds of the Baskevilles	£29.99
Psycho Killer	£29.99
Sim City	£29.99
Trivial Pursuit (PAL)	£49.99
Wrath of the Demon	£29.99
Raffles	£34.99
Prehistorik	£34.99
Snoopy	£34.99
Town with No Name	£29.99
European Space Simulator	£34.99
Global Chaos	£29.99
Turrican II	£29.99
Guy Spy	£29.99
Curse of Ra	£24.99
Space Wars	£29.99
Defender of the Crown	£29.99
Case of the Cautious Condor	£34.99
Tiebrake Tennis	£19.99

MUSIC

Karaoke Hits I	£14.99
Music Maker	£34.99
Remix	£29.99
Voicemaster + Microphone	£39.99
Blues Brothers (Audio CD only)	£10.99
Music Colour	£39.99

REFERENCE

American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£29.99
Illustrated Holy Bible	£29.99
New Basic Electronic Cookbook	£39.99
Timetable of Business	£39.99
Dr Wellman	£54.99

AMIGA ACCESSORIES

PRICE CRASH!!!



AMIGA 1500

FEATURES INCLUDE:

- * 1Mb expandable using A2058 RAM board.
- * Includes 2 X 3.5" disk as standard with 5.25" Disk Bay.
- * Integral memory card and card expansion capabilities (most cost effective expansion route)
- * Workbench 2.00 and kickstart 2.04

CONTENTS:

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The 1630 is a 68030 accelerator board running at 25Mhz complete with a 68882 FPU and 2Mb of 32 - Bit fast RAM suitable for the A2000. The 2630 board brings the performance of the Amiga 2000 upto nearly that of the A3000, ideal when running professional applications. An additional 2Mb of 32 - Bit fast RAM can be added to the 2630 board, giving a total of 4 Mb of fast RAM.

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The A2286 AT emulator kit offers IBM AT compatibility on the Amiga 2000 and 3000 systems, running at 10Mhz with 1Mb RAM and CGA graphics. The A2286 emulator also includes a 5.25" 1.2Mb floppy drive and MS DOS operating software.

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APOLOGIES ARE IN ORDER

It seems that last month's *AF* demo of *SkidMarks* did not run on Amigas with 512K fast + 512K chip RAM memory configuration. We apologise for this oversight in final testing. The official Acid Software beta tester has subsequently been fired. As *Amiga Format* are being so kind as to replace any disks that readers send in with versions that will work we felt an apology was in order from us (being the polite Kiwis that we are).

However, now that we've gone and paid for a full colour page advert we thought it would be a bit silly to use the whole page just to apologise when we could be plugging the game...



Title:	SkidMarks
Release Date:	22nd Nov. 1993
Publisher:	Acid Software
Number of Tracks:	Twelve
Offroad Vehicles:	Four
Customised Cars:	Yes
Modem Connect:	Yes
Maximum Players:	Four
Minimum Hardware:	1Mb Amiga
RRP:	£19.95

BETA TESTERS REQUIRED

Due to unforeseen circumstances, Acid Software have found themselves without beta testers for their upcoming release *SkidMarks*. Fast, dangerous drivers are required for rigorous testing and fine tuning of final release. Send £5 with your name, address and Amiga specs to our UK office and we will immediately send you our beta tester disks including the track and vehicles pictured as well as a detailed questionnaire. By returning the completed questionnaire before November 1 we can then make final adjustments to the game before its release. Of course we'll also give participating testers a 50% discount on any purchases of the final release package.

THE BOTTOM LINE IS PLAYABILITY. Offroad cars that handle like no other in computer game history and a comms link that will enable you to prove your skills all over town without leaving home.

THE GRAPHICS ARE AWESOME. 800 frames of Imagine ray-tracing for each vehicle combined with super smooth iso-scrolling tracks packed full of beautiful detail.

THE ACTION IS INTENSE. More horsepower and less traction than ever before combined with 3 opponents out to bend your fenders anyway they can.

Brought to you by Acid Software, dedicated to putting the Amiga back on top with just one word : **PLAYABILITY!**

ACID
SOFTWARE

PO Box 3172, Hampstead, London NW3

SCREEN PLAY



**A miner
classic...**

In this issue...

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Super Space Invaders	
Grand Prix Circuit	
Shadowlands	
Gamebusters	p107

(with tips for all the current top-sellers in
Chartbusters, plus Flashback, Dune & more)

DIGGERS

And it's free, too! Check out the game that comes with CD³² on page 62

INTRODUCING OUR PANEL OF EXPERT GAME REVIEWERS...

MARCUS DYSON



"Take two bottles into the shower? Not me!

I take a crate of Czech Bud and refuse to come out until Easter," claims The Boss. Sadly, we know this to be the truth, and it explains why he's hoping Commodore invent a waterproof portable.

ROB MEAD



A big AF welcome to new full-time games supremo

Rob, who used to be with our sister mag ST Format but is pretty chuffed to be moving to a real games-playing machine. Would he swap his new improved Amiga 1200 for two old Ataris? "Get stuffed!"

ANDY NUTTALL



Nutts has moved on to bigger things, but stays

with us for the odd game review. When we offered him a fizzy drink, he said "Hey! I want that! Now!" Sadly, when he said it he was looking at Rich's Claudia Schiffer pics, not a curvaceous Coke bottle.

RICHARD JONES



Now he's the proud dad of a baby girl,

Rich has been taking a profound interest in throwaway nappy ads. "It's absorbing," he tells us. Then he makes a telling comparison between Pampers and John Major: both are disposable and full of...

RICHARD BAGULEY



Bilbo is keen to know why that huge sausage

thrust its way on to the screen in the Levi's 'Bad about the boy' ad. "Are they trying to tell us something?" he asks. "Maybe they should combine it with the Flake ads and keep everyone happy..."

STEPHEN BRADLEY



Born and bred in the North-shire town of

Tadcaster, The Lad is one of the country's foremost experts on John Smith's beer adverts. "Believe it or not, there are still many tens of people in the UK who find flat caps and whippets amusing."





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Commodore SPECIALISTS

AMIGA 4000

IBM's salvation? The world's first 32-bit CD games system has been released and is sending shock waves through the industry! Based on the 68020 processor and sharing the same chip set as Commodore's flagship, the A1200, it looks set to become a major force within the home computing environment.

FEATURES INCLUDE: A4 size footprint • 2Mb 32-bit graphics • 128K flash memory (storing high scores) • includes Daggers & Oscar built-in workbook • plays audio CDs.

Software development is well underway. 77 titles are anticipated before paired before Christmas '93.

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COMING AT

UP AND COMIN'

Keep abreast of the Amiga gaming scene with our indispensable guide to the forthcoming releases.

OCTOBER

Apocalypse	Virgin	Helicopter shoot-em-up
Blastar	Core Design	Weird Asteroids-style game
Cyberspace	Empire	Futuristic 3D racer
Frontier	Konami	Sequel to the classic space trader <i>Elite</i>
Jurassic Park	Ocean	Monster game from a monster movie
Op Hellfire/Armour-Geddon 2	Psygnosis	Combative flight sim returns
Overdrive	Team 17	Bird's-eye racing game
Prime Mover	Psygnosis	Motorbike racing sim in 3D
Ryder's Cup Golf	Ocean	Timely golfing sim
Superheroes	Psygnosis	Comic book platform fun
F-117A	Microprose	Combat flight sim from the specialists
Alien Breed 2 AGA	Team 17	A1200 version of shoot-em-up sequel
Combat Air Patrol	Psygnosis	Combat flight sim
Creepers	Psygnosis	Cute and colourful platform game
Hired Guns	Psygnosis	Futuristic RPG with wicked multi-player option
Suburban Commando	Alternative	Arcade action with WWF star Hulk Hogan
Super League Manager	Ocean	Footy management sim
TFX AGA	Ocean	3D vector graphics shoot-em-up
Uridium 2	Renegade	Long-awaited sequel from Andrew Braybrook

NOVEMBER

Body Blows 2 AGA	Team 17	Beat-em-up action in 256 colours
Dennis	Ocean	Platformer based on popular cartoon series
Game 2 (Obitus 2)	Psygnosis	Germanic style shoot-em-up
Globule	Psygnosis	Platforms with Putty/Morph/Blob theme
Monopoly	Supervision	Classic board-game conversion
Mr Nutz	Ocean	Are they talking about our Andy?
Second Samurai	Psygnosis/Vivid Image	Superb sequel beat-em-up
Stardust	Bloodhouse	Brilliant Asteroids clone

DECEMBER

Akira	ICE	Manga style action game inspired by the film
Christmas Lemmings	Psygnosis	Lovable rodents return for a seasonal special
Cool Spot	Virgin	The 7-Up licence - Not!
Experiment	Ocean	Another in the new-look Ocean AGA series
No Mouth	Cyberdreams	Presumably, then, it's all trousers?

JAMES POND 3

The eagerly awaited sequel to *James Pond 2* finally arrives on the A1200 and CD32 in November.

James Pond 3 finds the fishy hero on a lunar mission to rescue two FISH agents who've been kidnapped by the evil Dr Maybe. The game features 112 frenzied levels filled with pantomime cows, fire-breathing chickens and tricky puzzle elements. Both A1200 and CD32 versions will include a new music soundtrack and digitised voice-overs. The A1200 version costs £29.99, but expect to pay another £5 for the game on CD. Millennium: 0223 844894.



James Pond turns a FISHy eye on Captain Kirk's job with his third excursion into the evil mind of Dr Maybe.

REVOLUTION'S STEEL SKY

Lure of the Temptress programmers Revolution Software are set to wow us all over again with their latest graphic adventure, *Beneath A Steel Sky*.

Set for release by Virgin Interactive (081-960 2255) in November, *Beneath the Steel Skies* sucks you into what Revolution claim to be a highly realistic universe populated with murderous guards, a robot with a penchant for self-destruction and a mysterious figure called the Overman.

Revolution Software believe they've got a world-beating game on their hands thanks to a highly-developed game engine, a strong storyline and breathtaking visuals - conceived by DC Comics artist Dave Gibbons. There'll be a special 256-colour version for A1200 owners.



The UK's top rallying circuits are your destination and challenge in this new release, *Rally*.

RACEY VIRTUAL REALITY

Take control of the world's top rally cars in the latest Virtual Reality experience from Europress Software. A follow-up to *Lombard RAC Rally*, the new game puts you behind the wheel of parky-mobiles from Ford, Lancia and Subaru. You are then sent spinning around some of Britain's toughest rallying circuits. Based on the gruelling Network Q RAC event, *Rally* also features digitised video footage and Europress promise an unrivalled 3D racing experience.

Rally is released in November, price £29.99 with 256-colour versions for the A1200 and A4000. Keep an eye out for the definitive AF review. Europress Software: 0625 859333.



Fat Bloke has just taken a nasty blow to the 'nads from the geezer in the white crash helmet.



The guy in the helmet has just taken it big style from the girl in the cut-offs.

ELF MANIACS

New from Renegade for the pre-Christmas rush is *ElfMania*. This beat-em-up aims to avoid the brutality of traditional beat-em-ups like *Street Fighter 2* or *Body Blows*. As Ilari Kuitinen, of developers Terramarque, says: "We are trying to make this softer than other beat-em-ups. There is more fantasy, more jokes and little touches". But *ElfMania* will have a tough fight on its hands as it comes head-to-head with Virgin's *Mortal Kombat* this festive season. Ilari says: "Amiga buyers are very aware of what they are buying, they will appreciate our technical excellence." Renegade: 071-481 9214.



One of the storyboards for *Beneath the Steel Sky*, Revolution Software's follow up to *Lure of the Temptress*.



Inside the steel sky the scene looks more like a set from *Aliens*, with a maze of stairs and air-conditioning ducts for you to find your way through.



If you fancy a breath of fresh air up in steel sky land, things get a bit tricky – you'll be OK, just don't look down!



If you find your way to the control room, then you're on your way to winning. But don't get too cocky – there's plenty of fighting to be done yet.

TRACTIONS

UNDERWATER ACTION



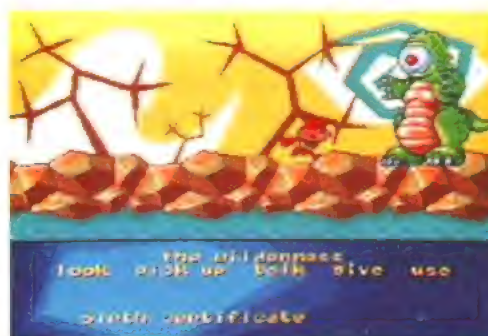
Battles and building empires of an underwater kind are the main scenes in Thalamus' latest game, *Strategic Underwater Battles (SUB)*.

Thalamus have got plenty of nautical action lined up for you this month with the release of *SUB (Strategic Underwater Battles)*.

Peoplekind has constructed elaborate cities on the sea-bed after an apocalyptic conflict. It is now dependent on mining and the whims of ruthless sea pirates for its survival. You have to build a successful trading empire which can help sustain Peoplekind's precarious existence and ensure it survives the imminent arrival of a second, and this time potentially fatal, cataclysm.

Pitched sea-battles, underwater exploration and cut-throat deals with unscrupulous rivals are yours in *SUB*, available at the end of October, price £29.99. Phone Kompart: 0727 868005.

ALIENS INVADE WARWICKSHIRE



Codemasters' latest cutesy hero takes on an even cuter dragon in *Cosmic Spacehead*, available for the Amiga in November.

Codemasters will be hoping to turn their rivals Martian green with envy this Autumn with the release of *Cosmic Spacehead* on our fave games machine.

Cosmic is the cutesy hero of Codemasters' latest arcade adventure which follows the little guy's problematic voyage to Earth. No-one on his home planet Linoleum believed he'd

visited our planet, so he has to go back and collect some kind of memento to show his disbelieving pals. Problem is he's got no spaceship and only one Linodollar to his name.

The action takes place across four different locations – Linoleum, Detroitica, a Space Station and Earth itself – linked by 32 sub-games which *Cosmic* has to complete.

Cosmic Spacehead is set for release in November priced £25.99 and features all the cartoony graphics and lovable characters you expect from chaps behind *Dizzy's* platforming adventures. Codemasters: 0926 814132.



If you think *EastEnders* is full of miserable characters, wait 'til you meet with Jack the Ripper in Mirage's latest adventure.

JACK THE RIPPER RIDES AGAIN

Programmer Ezra Sidran is probably most famous for his *Universal Military Simulator* series, but he has recently turned to the story of London's most famous serial killer for inspiration.

Jack the Ripper is a graphic adventure set in the dingy back-alleys of Victorian London where a spate of violent and grisly murders has taken place. As one of Scotland Yard's finest, it's your job to piece together often contradictory pieces of evidence and track down the killer before he strikes again.

Jack the Ripper is released by Mirage (0260 299909) in October, price £39.99. There are no plans as yet for a separate A1200 version.

LORRY LOAD OF TROUBLE

Core Design are unloading their latest cartoon-style hero on the Amiga in November with the release of *Bubba 'n' Stix*.

Bubba is a floppy-haired, baseball cap-wearing truck driver who's been kidnapped by a bunch of alien reprobates. Things go from bad to worse when Bubba is accidentally dumped on a hostile planet awaiting the aliens' return. Enter Stix, a living, breathing piece of wood (oh this is getting silly now!) who befriends Bubba and helps him out of all kinds of perilous situations.

Bubba 'n' Stix is a 2D platformer featuring six horizontally-scrolling levels, cartoony graphics and visual gags galore. The game's released in November, price £25.99. Core Design: 0332 297797.



A bunch of angry-looking shrubs get their comeuppance in *Bubba 'n' Stix*, the latest platforming sensation from Core Design.



Black Legend are currently working on no less than six new games for release on the Amiga over the next few months.

Fatman: the Caped Consumer is a seven-level platformer starring a rotund superhero who has to rescue his family from the lunatic grasp of Ted Thinsin, a mad scientist who's discovered a way of banishing fat people from the face of the Earth. The game features all the usual platform shenanigans like end-of-level meanies, power-ups and humorous

cartoony graphics. *Fatman* goes on sale in October, priced at £25.99.

Gunslingers, meanwhile, is a two-player shoot-em-up set in the American Wild West. You and a pal can play Sheriff and Deputy or, more excitingly, the Outlaw whose posse is arriving to shoot up the town. The action's viewed from a bird's-eye perspective and there are six different game types – including one against all – as well as numerous strategy elements. *Gunslingers* is due for release early in 1994, price yet to be confirmed.

There's more shoot-em-up action in *Fear*, an action adventure game



Batman Returns is a five-level action/adventure based on the movie of the same name. Released in November, price £24.99, the game is available from Gametek 0753 533445.

LIVING LEGEND

Pan-European software development house Black Legend have a heap of titles coming up, programmed as far afield as Poland...

set on a space cruiser which has been taken over by a gang of particularly nasty aliens. It's your job to make your way through the ship's labyrinthine corridors, disarm its defence systems and recapture it. The game's still in the early stages of development, but it should be released early next year for the A500 and A600.

Continuing the futuristic theme is *Out of Time*, the tale of a scientist who puts himself into hibernation after contracting an incurable disease. He wakes centuries later to discover the world has become an even more hostile and dangerous place, and still a cure eludes him. The game combines adventure, platform and shoot-em-up elements and should be released sometime in the new year.

Outsiders is a 3D vector graphic adventure that pits a bunch of astronauts against a megalomaniac supercomputer called Brain. Before you can pull the plug on the evil machine there are 700 rooms for you to explore filled with robot sentries and puzzle elements for you to solve. *Outsiders* has a provisional release date of November, priced at a reasonable £25.99.

With all this gloom and doom around, it's about time you cuddled up with the cutesy hero of *Fantabulous*, a 25-level platform game, also available next month. The levels are split up into five themed worlds packed with baddies, secret rooms and bonus objects. Unusually, the five levels within each world are chosen from a pool of 10, so the game's unlikely to play the same way twice.

Rob Mead



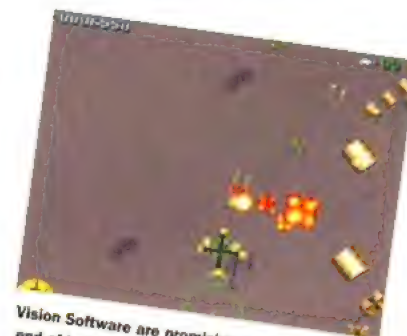
His belly's bigger than the dome on St Paul's Cathedral: *Fatman* is a bouncy new character.



Eat lead, Clint. Here's your chance to take on the Outlaw Josie Wales in *Gunslingers*, a Wild West shoot-em-up.



Guide a team of space soldiers through a maze of extra-terrestrial infestation in *Fear*, an *Aliens*-style action adventure.



Vision Software are promising a trip from one end of hell to the other with their frantic new helicopter shoot-em-up. Look out for more details next month.



This early alien-free screenshot from *Outsiders* shows just one of the hundreds of installations you have to explore.

Best-Selling Amiga Titles at Amazing Prices.

KindWords3

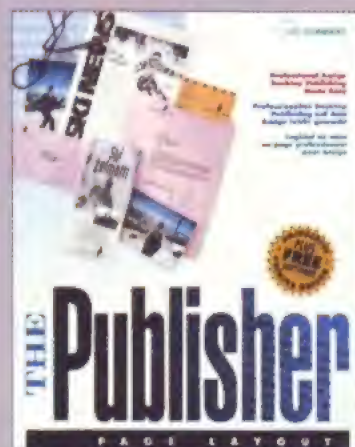
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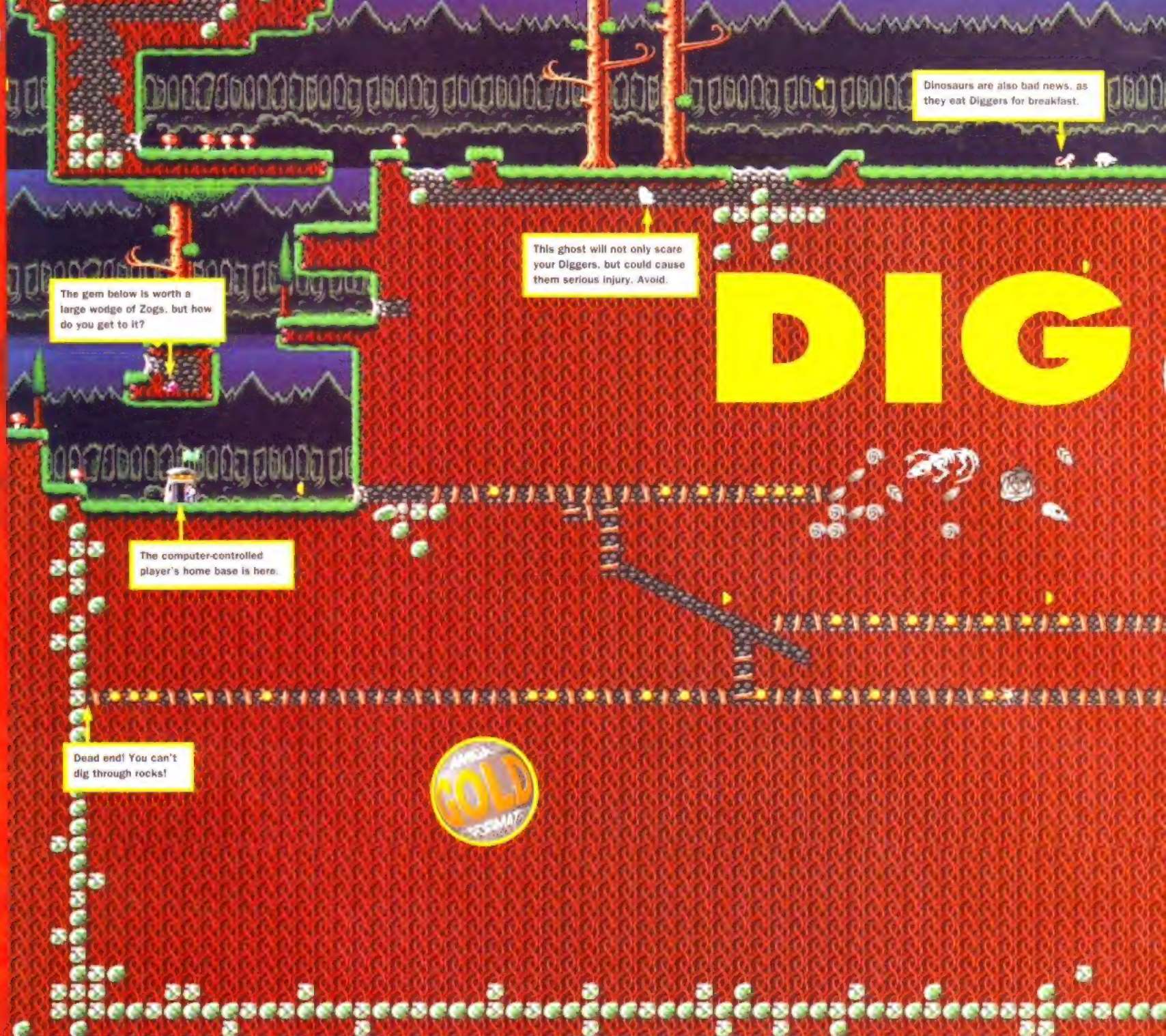
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Things are tough all over. What with the galactic recession, the stock market crash and the bottom falling out of the boiled stoot market, many desperate people are looking to make a quick buck. One of the planets which attracts the lost and the hopeless is Zarg, where the promise of untold riches hidden beneath the ground lures many a potential coal board executive.

Of course, you aren't stupid enough to actually do the nasty business of mining yourself, since there are four races of Digger waiting to climb down a dark and dingy hole at your command. You, as the controller, stay safely above ground controlling your Diggers. You can order them to carry out a number of actions, but don't be surprised if they decide that they can't be bothered to

follow your orders, and wander off or fall asleep instead.

The game is divided into more than 30 zones, and you have to work your way through these. In each zone, it's a race between you and a computer-controlled player to get a certain sum of money in the bank, which you get by digging up jewels and selling them at the bank. You don't necessarily have to do all the hard work yourself, though: you could nip into the computer player's mines and nick his gems when his Diggers' backs are turned.

Once you've got the required amount of dosh (the local currency is Zogs), you can move on to the next zone. Fail, and you have to start again from scratch. The eventual aim of the game is to get 16,500 Zogs, at which point you can retire and walk off into the sunset.



What a bunch of bankers. This is where you sell all your hard-earned (or purloined) gems for money. The windows above the booths show what type of gem is currently getting the highest price.

The game can be controlled either with the CD32 controller or by a mouse, which can be plugged straight into the second controller

port on the CD32 unit. Using the controller, you cycle through the five Diggers with the green button, while the blue button brings up a menu.

GERS

Come with us to the dark dank depths of the planet Zarg, where bold and hardy adventurers dig perilously deep into the depths in search of treasure. Richard Baguley gives you the full dirt on the very first CD³² game.

There is a valuable gem located below, but that sparkly thing teleports the Digger to a random location. Erk!

This is the home base for my Diggers. To sell the gems I have found, I have to return to this point.

This area has been dug out by my Diggers. Strip mining an area is one of the most effective ways of finding gems.

This is one of my faithful diggers digging a new tunnel.

This Telepole allows my Diggers to teleport from the home base into the tunnels instantly.

This is what it's all about. A digger has unearthed a gem, so I've sent one of the others (to the right) to pick it up.

I was hoping that this chap might find something interesting, but all he's done is run into a few rocks...



This cheerful-looking chap is the Zarg digging control thing. From this screen you decide what race of Diggers to use and which zone to dig in. You can also save games and access the on-line help.

From this you can select various actions such as dig, walk, stand still, pick up or drop items, teleport and collect jewels with the red button.

Several of these bring up further sub-menus which control aspects such as which direction to dig in or what to drop or pick up. It sounds fairly

complex, and it is. The first few levels involve quite a lot of fiddling to get the option you want, but once you get the hang of it, it's a surprisingly good control method.

The mouse is easier to use to begin with, but it's worth persevering with the controller because the extra buttons do give you more control. For instance, if you want to stop a Digger who is about to plunge into a chasm, just cycle through the Diggers with the green button and then press the yellow one to stop your Digger in his or her tracks. It's a lot faster than using the mouse, but hardened mouse fans may want to stick with what they know.

Things are made even more complex by the fact that you can only see what's immediately around a digger, and you only see the entire map if you win the zone.

All the way to the bank

There are various different themes for the zones, including mountain, ocean, jungle and arctic. The scenery determines what sort of obstacles you are likely to come across. For instance, the mountain levels are filled with steep cliffs and deep chasms which have to be navigated, while the ocean levels are filled with weak points where you could accidentally flood your tunnels.

There are also numerous puzzles involving caverns deep in the bowels of Zarg filled with ghosts, aliens and other nasties. The reward for getting through these takes the form of special jewels which can be sold for much more than the usual price.

To solve these puzzles, you have to use some of the tools which you can purchase through the game.

Continued overleaf

THE OBSERVER'S GUIDE TO DIGGERS

The authorities on Zarg have decided that only four races of Diggers will be allowed on the planet. You are free to choose which you want to use, but each has its own strengths and weaknesses...

GRABLINS – They would be the perfect digging race, if it wasn't for their drinking problem. Their aim is to amass enough cash to build their own brewery, for their favourite tipple, Grok, which has been described as "smelling worse than the breath of a fire breathing Scaboresaur from the swirling slime pools of Sulphuria". Due to its distinctive odour, Grablins need to buy a deserted planet to build this brewery on. Leave them alone for too long and they will all gather together to drink Grok and sing rugby songs.

HABBISH – A mystical race, who permanently hide their faces from view. Fast diggers, they have high endurance and the ability to use other race's teleport poles. However, leave them alone too long and they will join together to chant to their spiritual master, the lord high Habbish, who demands that to honour his spiritual awareness they build him a residence with walls covered in gems and hot and cold running champagne.



You can choose from four races of Diggers – from left to right a Grablin, Habbish, F'targ and Quarrior.

F'TARGS – These delicate-looking beings are resilient and have plenty of endurance. They also have the advantage of healing twice as quickly as any other race after an injury, such as a fall or fight. They are curious, and get bored easily, often wandering off at the most awkward moments. Their aim is to amass enough cash to build the museum of metal marvels, which will house their historic scrap objects.

QUARRIORS – A hardy breed, who are extremely strong, but frankly rather thick. They're good in a punch-up, but can't dig for too long without getting exhausted. They have only recently moved from open cast mining into digging, so they lack imagination. Their aim is to amass enough funds to build a fortified encampment where they can practice digging and beating each other up in peace.



This is the shop, where you can avail yourself of all the latest advances in mining technology. Everything from automatic digging machines to dynamite via inflatable boats can be purchased.

such as Telepoles (used to teleport your Diggers around the map), lifts (for moving up and down deep caverns) and dynamite (used for blasting through walls too hard to be dug through). Not only can you get around the puzzles and gain access to different parts of the map with these, but you can also disrupt the computer-controlled Diggers by doing such nasty things as blowing up their tunnels, flooding them or releasing ghosts into them.

While you're working on the nasty business of digging into the depths or releasing evil aliens into your opponent's mines, a rather nice

soundtrack plays in the background. This is played direct from the CD, and there's also a nice intro track and another tune that's played while you're selling your gems in the bank.

Dumb Diggers

It's very easy to get confused about where the various Diggers are, and easy to forget what the Diggers are doing, because you never have a complete overview of the playing area. All you see is a single screen

around each of the Diggers as you cycle through them. Combine this with the fact that the Diggers are completely stupid, and will quite happily walk into water and drown or stroll nonchalantly into the arms of an oncoming nasty, and you've got a real challenge on your hands. Fortunately, the on-line help gives you full details of the Diggers' irritating little habits, and what sort of nasty beasts you're likely to come across in the tunnels.

Diggers certainly has an addictive edge, and the different levels give enough variety to make it worth coming back for more. It's not a game that you can leap straight into, since learning how to control the

Diggers and how to use the tools you can buy in the shop will take several zones and many days. Once you've learnt

your way around, though, the possibilities for fun are almost endless.

Given that playing through a zone can take several hours, it's annoying that you can't save your position halfway through a game. That apart, if you're prepared to put in the effort, there's treasure waiting to be plucked from the virgin soil...

Richard Baguley

DIGGERS



PROGRAMMER

Toby Simpson

PUBLISHER

Millennium (0223 844894)

PRICE

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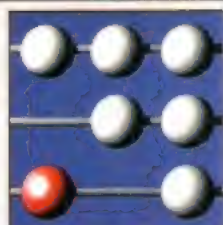


Control takes getting used to.

VERDICT

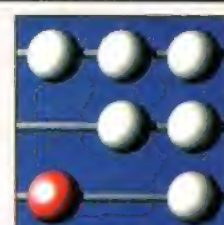
“An extremely addictive game once you've learnt the control system and got the hang of the gameplay, but it's no pushover and does take some time to get into.”

93%



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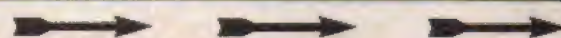
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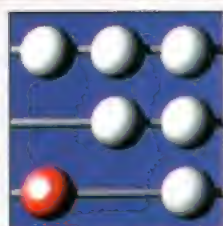
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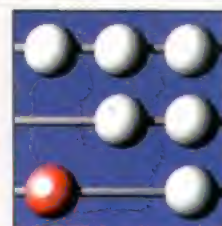
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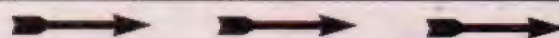


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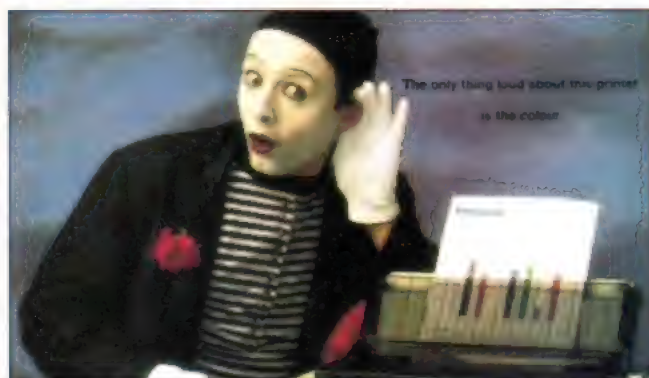


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Bruno Brookes

Comment on the release of the new Commodore Amiga CD32

"I am stunned!...I can truly foresee a day when every DJ will want one of these in their office. Furthermore I look forward to the major record labels releasing CD's with full motion video tracks. This machine brings the future to us all."

Hints and Tips

How to use your Amiga without the mouse.

Use the arrow keys with the "Amiga Keys" - shift keys pressed down.

To select an object, press the "Amiga key and the Alt key"

Left "Amiga key + Alt key" = left mouse button

Right "Amiga key + Alt key" = right mouse button

Arrow keys + "Amiga key" = move up, down, left, right slowly

Arrow keys + "Amiga key" = move up, down, left, right fast



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INDEPENDENT CENTRES OF EXCELLENCE

Hot hatchbacks. Did you have one back in the Eighties? My mate torched his in Liverpool to get the insurance money. Love 'em or loathe 'em though, they're quick – off a shovel, if you will.

And they're making a triumphant return in *Burning Rubber*, where the Wacky Races meets the Boy Racers in an illegal race across Europe and America, organised by a chap called Fast Fred.

The introductory sequence to *Burning Rubber* is curious. Popular music group The Utah Saints perform a tune while garbled Sixties and Nineties images proliferate on screen. Words and symbols flash forth – CND and *Burning Rubber* amongst others. It's all quite disturbing, though strangely enjoyable. But that's not why you're here, is it?

To join the race, pick a hatchback – there's a choice of six – then stop off at Fast Fred's Speed Shop,



Burning Rubber is often a case of damage limitation. Each time you have a bump, the damage percentage rises. Drive with caution and you last a lot longer – unfortunately though, you won't win the race. Robert Mark's advice would be to drive like a madman and hope for the best – probably.

BURNING RUB

Phooaar! Vauhall Chevettes, Renault 5s, all those sensible motors scudding around Europe in an illegal race – watch out Nigel!

soup-ups a speciality. You're greeted by a woman in a rather skimpy outfit, just like at Kwik Fit, tempting you into parting with a few dollars. You've got \$4,000 in the kitty, so spend it wisely.

There are various car parts on offer, all of which improve your car's performance; for instance, Nitros give you great acceleration but only for a limited amount of time; Brakes increase your braking speed. You can even add one of those charming body kits that improves the handling, or is it the looks? Or maybe nothing.

Foot to the floor

Before you finally get to put your boot on the accelerator (which is

why you're here), you have to pick a racing route. Options abound as you peruse the map, looking for a short route to the chequered flag.

But beware, the shorter routes often involve many junctions and you constantly have to slow down. And who in their right mind wants to cruise around Scotland in a Peugeot 205 GTi at anything less than break-neck speed?

Apart from the obvious dangers of crashing, there are other hazards. That hardy-perennial – the speed trap – crops up: the cops give chase and you can either try and burn them off and risk crashing, or play a patient game and wait for a gap, then go hell for leather, however, if



Before each section of the race there's the routemap. Plan your path to the chequered flag carefully. Longer routes with sweeping bends are often preferable to using junctions which slow you down.

you stop completely the cops will nab you, and that means jail.

Civilian cars are white and travel slowly – they're easy to overtake – while the black cars are

competitors with drivers with varying degrees of skill.

After Scotland, there are other parts of Europe to negotiate, and with varying conditions to tackle.

SO, YOU'VE BEEN DOWN TO THAT LONDON AND THAT PARIS AND THAT BERLIN...

A hot hunchback means Europe is a cathedral to your racing skills – damn, that should have been 'with a hatchback'! Oh well.



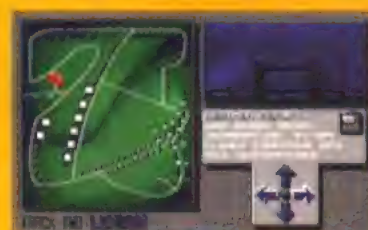
It would've been nicer to drive around Scotland in a Triumph Stag rather than a Fiesta.



The capital is not the best of places to hurtle through in darkness with cops on your tail.



When overtaken by the Old Bill, be careful not to slow to a halt because they imprison you.



I remember when the police drove Vauxhall Chevettes – now there was a hot hatchback.



"Nicole". "Papa". "Nicole". "Papa". "Nicole". "Papa". Good advert that. But that was for a Clio and the one on here is a Renault 5.

London, for instance, has high police activity and poor visibility – you race in virtual darkness. Paris is stormy and Germany has blizzards.

At the end of each level, you can go back to Fast Fred's for add-ons to increase performance, but only if you've can afford them. Crash too often and you'll have to fork out for repairs. Once in America (it takes ages to get there, believe me), you get to choose a new motor, and the courses offer slightly different hazards, including pedestrian areas.

BER

"You have got \$4,000 in the kitty, so spend it wisely"

Chequered flag

Burning Rubber is a strange bird. The graphics are nicely drawn and you get a decent feeling of speed, particularly when you fire the Nitros into action. The view, from behind your car works well, but somehow it isn't quite enough.



When you win races you get a cash prize and Fast Fred's Speed Shop is where get you spend it. But remember to save money for repairs.

An injection of humour would have been nice – the odd deer running across the road, or maybe a peleton of cyclists hurtling around the corner. And a two-player option would have added an extra dimension.

In a number of words, and for want of a more exciting and turbo-charged summation to this reasonably average arcade conversion, it has to be said that *Burning Rubber* drives well but adds very little to the genre.

Stephen Bradley

BURNING RUBBER



PROGRAMMERS
Dynafield Systems

PUBLISHER
Ocean 061-832 6633

PRICE
£25.99

RELEASE
Mid September '93

GRAPHICS

Nicely drawn

SOUND

Sort of vroomy

ADDITION

More Mini than Maserati.

PLAYABILITY

Drives like a GTi.

VERDICT

"It's a car race around the world lacking in humour but with some pleasant graphics and the odd bit of police-car-chase action. An Astra not a Porsche."

78%

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Forget the idea of the girly 'new man'. It's your hulkiness that makes things happen in this space-based skirmish war game, so pump up your pecs and prepare for battle...

Being a man is what being a Space Marine is all about. Not a girlie-swot 'new man', but a big, tough, bio-engineered man with a ridiculously large suit of armour sporting the sort of weaponry that usually adorns a tank.

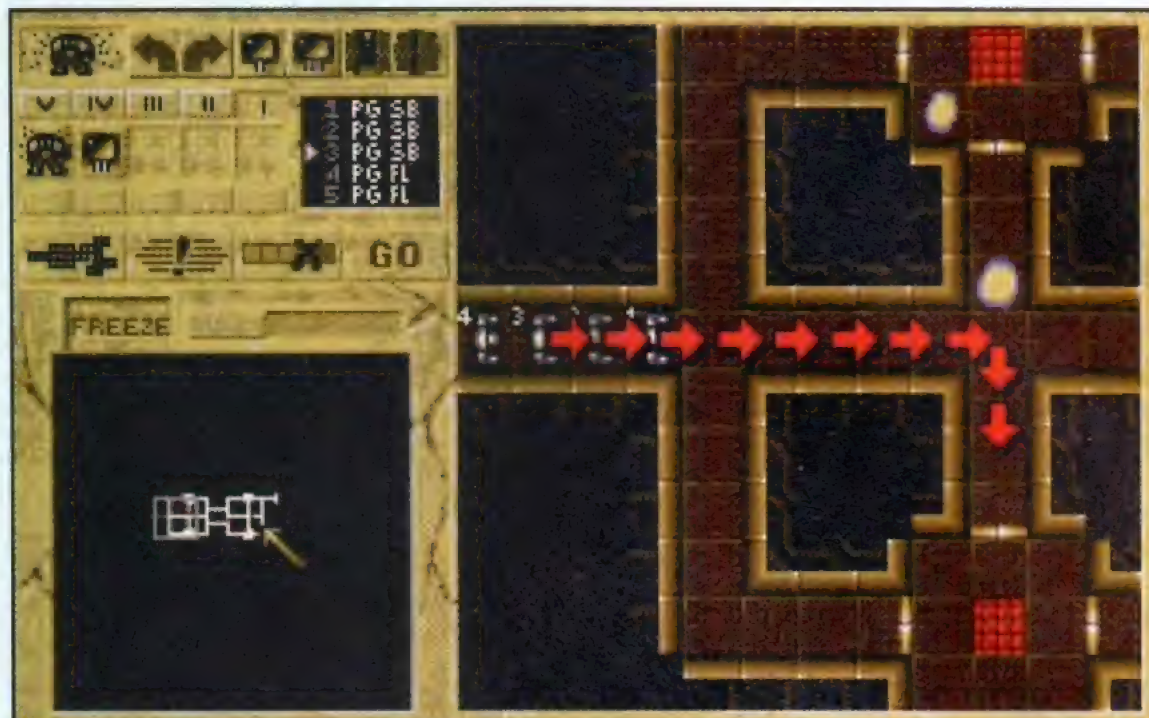
Space Hulk gives you the opportunity to play a whole team of such hormonally unbalanced Ubervictims and shoot lots of nasty aliens in the process. It's based on the massively successful *Warhammer 40,000* game that uses funny shaped dice and has ruined the eyesight of many a modeller painting the little figures.

You play the Imperial Captain of the Dark Angel chapter of Space Marines and control a squad of terminators. These are heavily equipped nutters with no fear of death. Just as well because lots of them end up dead and it doesn't seem to put them off.

KIMI KIMI KIMI

The eponymous Space Hulks are vast derelict spaceships that wander through warp space and are home to colonies of Genestealers. Your missions revolve around entering the Space Hulks and doing battle with the Genestealers. These loathsome creatures do horrible things to people given half a chance, so your response is simple: you kill them.

There are 14 training missions and 37 missions proper. Most are fairly short and involve retrieving objects, getting to a set place or just blasting the hell out of as many creepies as you can. There are two main screens, a first-person view from each terminator and a Planning



The all-important order giving part. Each marine needs to be positioned very carefully. Leave one stranded or pointing the wrong way and you'll lose him.

SPACE HULK



screen. The action takes place in real time but can be frozen at any point, which is handy because things happen pretty quickly. You are only given a limited amount of 'frozen time' to play with though, so you've still got to think quick.

From the Planning screen you can issue orders to each marine, to move them about, open doors and shoot. From the View screen you can see what each marine sees and you can take direct control of them.

While not under direct control marines can be left in Overwatch. They will fire at any alien that crosses their line of sight, but won't turn around and so will get mashed if some sneaky alien scum catches them from behind. Some missions can be played using just one screen



Oh to be among those macho marines! What a bunch of posers, eh?



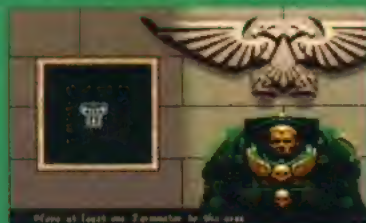
— the two methods of control are awkward at first, but the trick is to freeze things regularly to keep track of what's going on.

Complete control

First stop is giving your walking tanks some orders while the action is frozen. Each marine is assigned a destination or course of action by clicking on a series of icons. Then you can switch to the view screen, unfreeze things and watch them

clump about. If a Genestealer jumps out unexpectedly you can intervene and take control of the blasting. You can also leave your chaps to it and hope they manage; or freeze things and go back to the Planning screen to adjust your strategy.

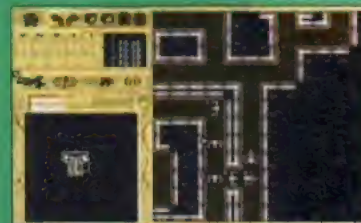
The game tends to go in little spurts of adrenaline with the real-time business at the View screen although this is interspersed with more thoughtful tactical manoeuvrings at the Planning screen.



Before each mission you are briefed and urged on to death or glory, or perhaps both, by your cheery chapter commander, Julian.



Some Marine icons have a neo-fascist edge, with double-headed eagles and skulls. 'Politically correct' persons may want to play in secret.



The Planning screen gives you an overhead view of your marines and is where you issue their marching orders.



If you don't fire now, you can kiss large parts of your body goodbye. Genestealers move quickly and you only get a few seconds to respond.



The view screen shows you the forward view from each terminator. From the main bottom window you can take direct control.



Some of the multitude of *Space Hulk* missions. The areas to explore are small and generally packed with Genestealers so there's no tedious wandering around looking for trouble, it's trouble from the off.

The tension is built up nicely from the outset. You feel like that bloke in *Aliens* as he watches his team of marines on the TV monitors.

It's dark in there

The graphics are suitably dark and moody and convey the claustrophobic atmosphere well without being outstanding. Dark music sets the scene and sound effects – shooting, screams, footsteps and more shooting add atmosphere. However, the

game comes on three disks so if you only have one disk drive there is lots of tedious disk swapping.

There are also many tutorials – this game isn't easy and even hardened game players are in for a testing time. Having spent a few minutes choosing, loading and being briefed it can all be over in a few seconds of mayhem. It takes patience to get to a point where you can kick some butt without getting your own soundly whipped.

If things go wrong you are immediately taken out of the mission, often you don't even see what got you or where you went wrong. You just watch with dismay as the view screens for each man are splattered in blood. Missions require careful planning – the skill is in carefully moving your team so all your backs are covered.

You're dead

Space Hulk will undoubtedly be loved by the same sort of people who are into the original *Warhammer* 40,000 stuff. It requires attention to detail, planning and a good deal of tactics interspersed with snatches of fast reflexes. Switching in and out of real-time gives the game a very stop-go feeling.

The mix of arcade and strategy might annoy purists from each school, but the mix works reasonably well. Only occasionally do you die for no better reason than you were too slow with the mouse.

There is a great sense of urgency as you watch the Genestealers close in on your position. It can be frustratingly difficult, entire teams wiped out time after time as you try to get the hang of a mission.

If you long for an alter-ego crackling with testosterone and want to take jaunts into the bowels of huge ruined space ships hunting and being hunted by vicious alien life-forms then, er, you're probably a bit weird, actually.

Space Hulk should be right up your street as long as long as you can hack the skirmish wargaming elements and are patient enough to get into it. Suck this alien scum.

Rob Mead

SPACE HULK



PROGRAMMERS

Nick Wilson

PUBLISHERS

Electronic Arts 0753 549442

PRICE

£34.99

RELEASE

Out now



GRAPHICS



Suitably dark and moody.

SOUND



Lovely atmospheric SFX.

ADDITION



Gripping stuff.

PLAYABILITY

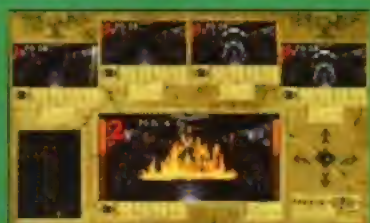


Terribly frustrating at times.

VERDICT

“A moody, tense and sometimes difficult exercise in alien-trashing for the criminally macho and/or tactically minded. Very good but not brilliant.”

77%



Among the terminator weaponry are assault cannon, thunder hammers and this little number, a heavy flamer.



One of your terminator marines buying the farm. You can easily lose the entire squad in seconds if you leave an approach route open.

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That pesky poffin's pinching my peg! The grey ones nick your pegs while the brown ones rust your cogs, and the last thing you want is rusty cogs.

GEARWORKS

Puzzles always seem easier to the person looking over your shoulder. Maybe it's the extra distance from the problem, but it is a proven fact that if one person is trying to solve something, an innocent bystander will always come up and say "You don't want to put that there!". Annoying enough when you've nearly finished, but if that was your last life it leaves you even more determined to beat the blessed thing.

I suppose that's the appeal of things like *The Crystal Maze*, an excellent puzzle/physical game enjoyed from the comfort of your armchair. Cries of "What on Earth is he doing?" and "She's done it all wrong!" abound while you are left thinking that you could have done better yourself. Well, this is your chance to prove it!

Walking the cog

Imagine the task: 12 of the world's famous monuments are to be made into clocks. This is not a bizarre advertising strategy, merely the point

of the game. Your job is to fit together cogs of varying sizes on pegs in play areas inside the monument, in order to connect a number of red cogs. When all the red cogs are connected to the motor, and everything is running smoothly, then you can move on to the next play area. When each level is finished you are rewarded with a glimpse of your clock in full working order. If there's a spanner in the works, so to speak, then the motor will heat up. When it gets too hot it will shut down. You lose a life and must start the level again.

It all sounds devilishly simple – all you have to do is join the cogs up. There lies the problem. The cogs are selected for you and their order is totally random – shades of the ever-popular *Tetris* here. It's infuriating when you're one cog away from finishing the play area, level and clock (game, set and match), and all

the cogs are the wrong size. You've got to find somewhere to put them, and this may mean blowing up ones you've put down already. Then you run out of bombs so you can't free the cogs up when you put one in the wrong place.

Like all puzzles it's good to have some sort of a strategy. Knowing how the cogs fit together helps, but racing round in circles trying to join up the later levels when you're running out of time is

exasperating. Isn't that why you play this sort of game? Isn't it because of that pull which turns that "one last try" into staying up until the wee small hours determined that a few simple puzzles aren't going to beat you? You don't realise the addiction until you finish the last one.

Gearworks is addictive, frustrating and deceptively simple. Any chance of *Gearworks (The Sequel)*?

Stephen Bradley

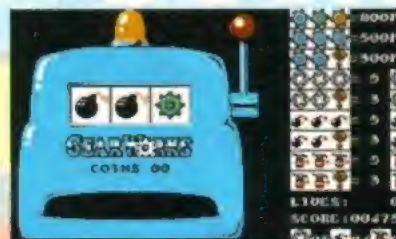
"You'll be quite determined that a few simple puzzles won't beat you"



Take two bottles into the shower? Not me! I'd much rather spend my time turning the Statue of Liberty into a digital watch...



Where shall I put this last cog? There's a gap near the end but I'll get more points if I join up the other cogs. Problems, problems, problems.



Welcome to the *Gearworks* Bonus Round! Play the machines to collect some of those can't-quite-get-enough-of-them bombs.

GEARWORKS



PROGRAMMERS

Hollyware

PUBLISHER

Soft're B'sness 0480 496497

PRICE

£19.99

RELEASE

September 23rd '93



GRAPHICS



Simple but cute.

SOUND



Lots of clangs and squeaks.

ADDITION



Haven't seen the dog for days.

PLAYABILITY



Try getting me off it.

VERDICT

"Sort of quite enjoyable, really. But I can take it or leave it. You can't take it back now, though, not when I'm so close to the end. Just ten minutes, I promise..."

72%

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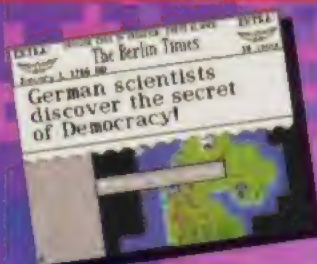
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SPECIAL THIS MONTH

CIVILIZATION
A1200

PROGRAMMERS

MPS Labs

PUBLISHER

Kompakt 0727 868005

PRICE

£39.99

RELEASE

Out now

HARD DISK
INSTALLABLE

95%

CIVILIZATION A1200

The world's best god game just got even better. Sam Meier's epic history of the human race is now available on the A1200 and looks set to wow you all over again.

Civilization enables you control the destiny of one of eight tribes who are locked in a bitter struggle for power. In the beginning you've only got brute force and the sheer will to survive on your side, but as you explore more and more of the world, you discover a whole range of scientific discoveries which enable you to leapfrog your opponents and gain the upper hand. The thing to remember, of course, is that your Amiga-controlled rivals are all trying to do the same to you.



Here come the new, improved, better-looking barbarians. It doesn't stop them terrorising the local populace and trying to nubble your cities though. Obviously manners maketh man, not good looks.

The great thing about *Civilization* first time around was its sheer addictability and ease of use – even if you had never played a god-game before you soon got the hang of it and were hooked for months. Not surprisingly, the A1200 version looks and plays even better with a beefed-up graphics palette and stereo sound samples. The overall look of the game has been changed in a subtle way – waves lap the shore on the map screens while the anima-

tions have become smoother and more detailed. The sound effects also help to boost the game's realism with strident martial music when you come under attack, or hammering sounds when you're building one of the world's Great Wonders. It all adds up to an electrifying and absorbing gameplaying experience.

Forget *Populous 2*, *Mega-Iomania* and all those other pretenders to the crown, the A1200 version of *Civilization* sets the standard for all god-games. Superb.

Andy Nuttall

WHALES'S
VOYAGE

PROGRAMMERS

NEO Software

PUBLISHER

Flair 0836 327134

PRICE

£29.99

RELEASE

Out now

HARD DISK
INSTALLABLE

75%

WHALE'S VOYAGE
A1200

You've been left stranded and penniless in an ill-equipped spaceship above one of the most lawless planets in the solar system. You only have one choice – beam down to Castra or die.

Whale's Voyage is a space role-playing game (RPG) which places you in command of four adventurers

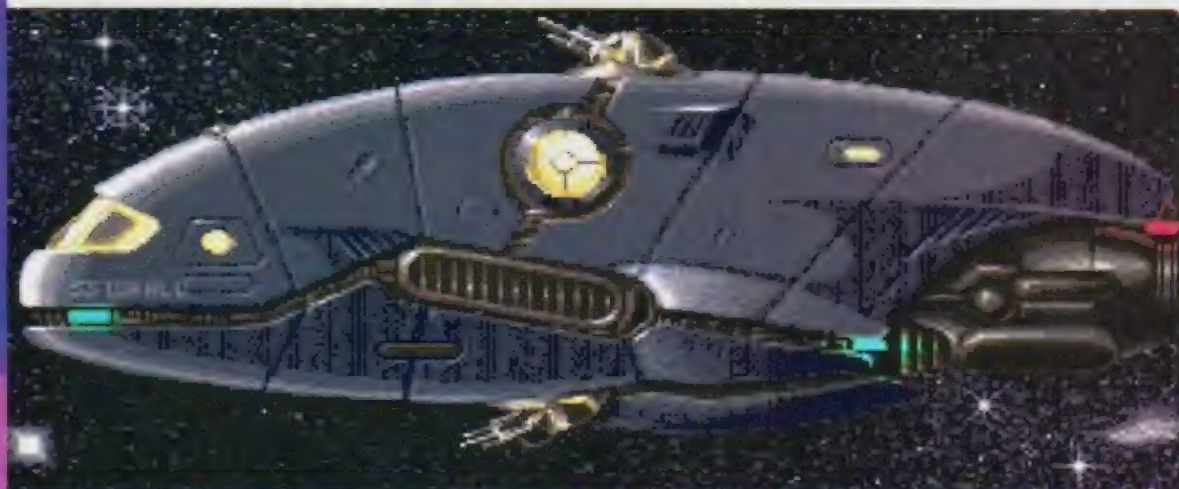
and their quest for wealth, fame and happiness. The action takes place in both 2D and 3D modes and bears more than a passing resemblance to more traditional RPG epics like *Dungeon Master* or *Eye of the Beholder 2*.

The original Amiga versions of *Whale's Voyage* looked great, but suffered from cumbersome joystick and keyboard controls – all too often you'd find yourself getting blasted to death by a gang of thugs while you were still trying to access the Combat

menu. Unfortunately, the enhanced A1200 version does nothing to rectify this and you're left with a few graphical enhancements and some atmospheric sound effects to spice up the gameplay.

Even if you do overlook the game's shortcomings you're still likely to be disappointed – there are only six planets for you to explore and *Whale's Voyage* lacks the depth and sense of involvement found in other space adventures like *BAT 2*.

Rob Mead



Your craft, the SS Whale – looking unbelievably whale-like – takes you all around the universe in search of a suitable planet to live happily ever after on.

1869 A1200/A4000

You can't beat the feeling of power money brings, and there's plenty of money to be made in the A1200 version of 1869.

It's the late 19th Century and the world is wracked with civil wars and international conflicts. In many ways, there's never been a more exciting time to launch a business venture.

You play the owner of a fledgling shipping company and you have to use your skills as a tactician and businessman to exploit the various trading situations around the world. If you succeed then your business expands, but if you fail, you could end up losing more than just your livelihood.

The A1200 version of this Format Gold winning game doesn't actually seem to be that much different from the original version – you get the same brief animation sequences and humorous interludes. You even listen to the same irritatingly nautical chip music.

However, 1869 can be best appreciated in multi-player mode with you and up to three other pals battling it out for ultimate control of the high seas.

Rob Mead



Another crowded night in the pub beckons. All good merchant traders know, however, that you should get straight in, press-gang a crew and get out again before you drink any grog.



The main map. From here you send textiles and machinery around the world, import exotic luxuries and slowly lose money.



He might look like Chairman Mao but this is your banker and he's not likely to say 'political power grows out of the barrel of a gun.'

1869 A1200/A4000



PROGRAMMERS

MAX Design

PUBLISHER

Flair 0836 327134

PRICE

£29.99

RELEASE

Out now



86%



Before you say anything, yes, it does look like Putty. Putty was frantic, arcade-style, blood-pumping action, though, while Morph is more cerebral, thoughtful and serene.

MORPH AGA



The excellent feature of Morph is that you can visit any one of four levels first – so if you get stuck, move to a different level. Simple, eh?

And the subject of this week's platform game is... matter reorganisation. Eh, wait a minute – what's that all about, then? Well, the main character in Millennium's new AGA-only release is a blob, similar to the one from System 3's Putty. This blob has the excellent party trick-type ability to change (or morph, hence the name) into any one of four states: gas, liquid, rubber or solid.



With Morph you not only get to bounce around, but drift around like a, er, cloud of steam from a kettle. In a kitchen. Good grief.

Using this amazing ability, the idea is to make your way through 36 levels of puzzles and traps. Some traps will only snag you if you're in a particular state: for example, the spike will burst a rubber ball, and the extractor fan will suck any passing gas into oblivion. Sometimes it's necessary to fall through a grid, which is only possible for a liquid, whereas you need to be a gas to climb up a pipe. These puzzles and traps seem simple to negotiate, but given that you have a fixed number of 'morphs' things get more difficult.

Morph is expertly designed and programmed. The A1200 game has an extra 12 levels and 256-colour graphics throughout. The extra levels make the game more difficult, so Millennium have responded to complaints that the original was too easy. A1200 owners will relish it.

Andy Nuttall

MORPH AGA



PROGRAMMER

Peter Johnson

PUBLISHER

Millennium 0223 844894

PRICE

£29.99

RELEASE

Out now

85%

EUROPEAN CHAMPIONS



Nowadays soccer skills are not measured by how tenacious your tackles are, but the way you waggle your joystick. At the flick of a wrist you could be on your way to Wembley...

European Champions is at least attempting to be different. The sprites are bigger than Gordon Strachan, but when playing top-view down, they run in a very strange manner. And with a rather restricted view, it can get a bit confusing at times. The side view is similar in look to *Manchester United Europe*, but the play is far quicker. It's a matter of personal preference – the side view is my favourite in this game.

Get to grips with the game

Passing the ball should, in theory, be a simple exercise. Not so in *European Champions*. The manual does its level best to explain the options available but it's tough going. You can find yourself playing sweeping moves and scoring fantastic goals without really knowing what you did. OK, you pick it up gradually, but it's heavy going.

And I have other gripes. There are no black players, the scrolling occasionally falls behind play, and goals are sometimes awarded when the ball hasn't crossed the line. And the crowd sound like they are singing in a toilet. But the ref plays advantage (nice to see), you can commit barging fouls, and the goal celebrations are spectacular.

European Champions tries hard to please. It makes the right noises without quite hitting the mark. The number of times I've been bearing down on goal and attempted to shoot, only to see the ball passed out to the wing. Oh, it's my fault, but it's just a mite too confusing for my taste.

It's not a bad game. It's just that there are better football games available. Top marks for trying to do something different, but beaten by a goal in the dying minutes.

Stephen Bradley

Wet pitches. Who needs 'em? All that splashing around, a wet ball hitting you on the thigh at 50 miles per hour. Ouch! In this view of the pitch, the players run like sprinters, knees flying up to their shoulders. As you can see, the scanner on the left gives a clear indication of where Mr Lombardi is, I think.

When football was invented by Yorkshireman Albert Soccer in 1863, he couldn't possibly have imagined how popular it would become. And when Barnsley housewife Agnus Chippy unleashed the first computer on an unsuspecting public in 1950, she

could surely not have foreseen the demand for the 'football simulation'.

Who can be bothered playing real football these days when you can sit at home and pretend to be Ryan Giggs? And it's no wonder the national team are struggling when John Barnes plays all his matches at home on his Amiga (allegedly).

Step forward *European Champions*, the latest option-packed contender. Select the strength of the wind, have a lenient referee, use the video replay system, play sideways or top down, use manual

radar mode, select PingPass or PointPass, play for 90 minutes on astroturf, on skill level 10 – and then have a game of football. It's as simple as that, really.

Time for a change

But are these the options we want? No. It's time for something different. What about a Football Style game, where you shape a footballer's look, right down to his haircut? Marks could be awarded by Football Taste Police (or your Amiga). For instance, a BMW driving, bubble-permed Cockney with a four-bedroom semi in Hemel Hempstead would be awarded, say, five out of 10. But give him an E-type Jag, a bob and a two-bedroom townhouse in Fulham and the mark could shoot up to seven. Add to that cowboy boots and an affair with a 'supermodel' and you're staring down the barrel of a nine. Then you get to play in the Cup Final. However, I digress.



Tactical awareness. Do you play the long ball, pass to feet or use a zonal strategy? I just keep on pressing that firebutton – it nearly always works for me.



You join us in an incident-packed first half. Leeds and Arsenal players have joined together in a wonderful performance of the Floral Dance.



One player has finally got hold of a football. Someone called E. Cantona appears to be free upfield. I don't think I've heard of him before.



The scanner politely informs us that the midfield is somewhat congested. Hurry up, that E. Cantona chap isn't going to be free forever.



Meanwhile Wallace winds his way up the pitch and takes possession of the ball, marked by a Roger Moore Saint-like hovering white halo.



As halo turns to an arrow, Wallace is urged to shoot at the goal. Around him players scamper in different directions, scared of the consequences.



But Seaman saves it and the score stays at 0-0. Now it's number nine's turn to show Seaman it was just luck, not skill that saved the day.

EUROPEAN CHAMPIONS



PROGRAMMERS

Graham Blighe, Herman Serrano, Richard Beston

PUBLISHER

Ocean 061-832 6633

PRICE

£25.99

RELEASE

Out now



HARD DISK INSTALLABLE

GRAPHICS



Like real little men, almost.

SOUND



Songs from the big cubicle.

ADDICTION



Fun when using the side view.

PLAYABILITY



Gameplay too fiddly.

VERDICT

A skilful game which scores well in most areas, but still doesn't quite match the mark of the more playable football sims which are already out there.

73%

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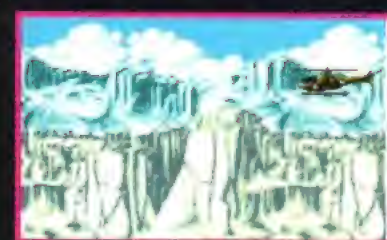
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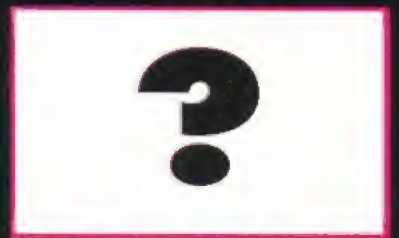
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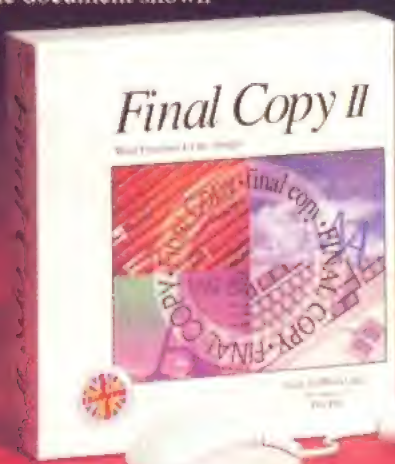


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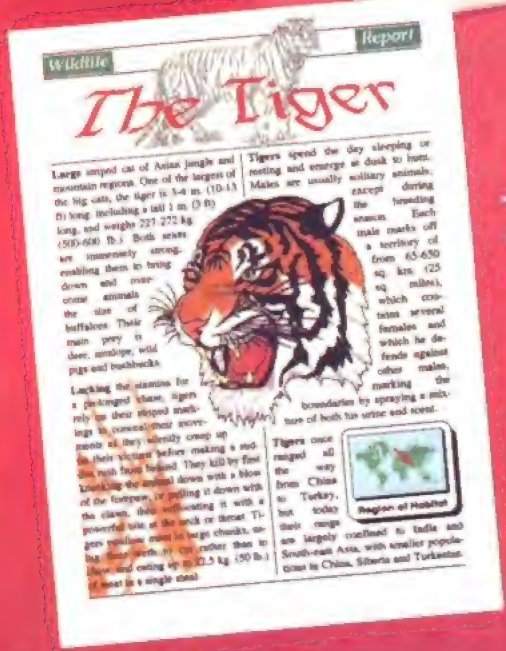
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"But when the blast of war blows in our ears, then imitate the action of the tiger." Or you could sit down at your Amiga, boot up UMS and forget to feed the cat...

P hew, what a package! Five manuals and 12 disks covering all the various UMS releases: the original and frankly rather dated *Universal Military Simulator* itself, plus sequel and upgrades *UMSII: Nations at War*, *UMSII: Planet Editor* and the *UMSII Civil War Scenarios*.

The first thing that strikes you about the package is that it's all rather disorganised. If the developers had bothered to re-write the manuals and repackage the software life would have been a lot easier.

An example. There are no instructions on installing the first UMS on hard disk. To install *UMSII* there are Shell commands for you to type in (which are wrong, incidentally; the command path `udisk:` should have `add` after it) and to install *UMSII: Planet Editor* you must use icons. Consistency would be good.

It's also rather wearing to plough through five manuals, covering over 600 pages, and five installation procedures when one of each would have done. However, you do get a lot for your money at around half the price you'd have had to pay for the complete set. Shame it's all slapped together rather than lovingly crafted.

UMS, huh!

What is it good for? Well, quite a lot actually. The package breaks down into two definite sections – UMS and UMS II. Both offer a lot of possibilities. The surprisingly aged UMS itself is still a damn good skirmish controller. Over a small playing field you can recreate any two-sided conflict, although it can be frustratingly



The Napoleonic years. This is one of four levels of display (five if you count the largely useless globe option, where you see one side of the whole planet). At this level of detail only the major armies are shown. Which is just as well because when you get down closer it can get a mite confusing.

UNIVERSAL MILITARY SIMULATOR

THE COMPLETE COMPILATION PACK

slow at times. Once you get into the heat of battle, despite some rather cheesy samples emanating from your speaker, you do get involved.

The options are excellent, letting you view the battle from any angle and zoom in and out as you wish. You can even switch sides half-way through a battle if you don't like the way it's going. You can play against the computer, letting it choose its own tactics, or you can force it to attack you through the middle, try to out-flank you, defend and so on.

UMSII is a different thing altogether. You have an entire world as your playing area, with multiple opponents and allies, all of whom have artificial intelligence (of a sort) that you can manipulate. There are very powerful display options which let you zoom from viewing the globe into an area of a few hundred square miles and colour graphics!

Like UMS, *UMSII* can be very slow at times. If you play the Desert Storm scenario it takes several minutes for all the computer-controlled

nations to make their moves, and that's on an A1200. On the plus side, the moves that are finally made are rational and within the parameters set by the Artificial Intelligence options. Rome wasn't built in a day, nor did it fall in one.

Design-a-planet

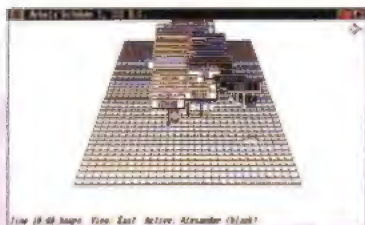
One of the highlights of *UMSII* is the Planet Editor. You can create all kinds of terrain features, place cities and towns, designate nations and alliances and then, of course, force



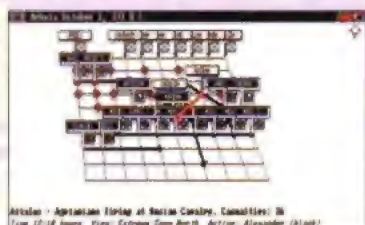
When you make your own planets, you too can have Arctic wastes within a few miles of desert. Think it's time to add a swamp or two.



I reckon Saddam's going to come under a bit of pressure later on in the game. Still, his men look quite strong at the moment.



Alexander vs Darius at kick-off. Graphics like this bring a nostalgic tear to the eye, don't they?



Now they're getting stuck in. Those Greek lads look a bit handy.

them all to kill each other. It's all very healthy and natural, even spiritually rejuvenating. God must be laughing.

Flawed genius?

UMS suffers from a greatness that is also its fundamental flaw: its versatility. With UMS you can recreate any conflict from any age. Indeed, there are several scenarios provided with the game ranging from Alexander the Great, through the Napoleonic wars to Desert Storm.

As well as the provided scenarios, you can create your own. With the editing facilities you can roughly recreate any type of military unit from a dragon to an anti-grav sled-mounted thermonuclear Gauss Cannon. The problem is that you might well end up giving these two vastly different entities pretty much the same statistical values, with the only difference being their name.

UMS is likely to lose out on atmosphere in the long run, for this very reason - there is little difference in the feel of the game whatever epoch you are playing. A Roman road looks much the same as a 12-lane highway.

A game like *Campaign*, which is much richer in atmosphere, cannot compete with the long term appeal of UMS. It does, however, make use of the Amiga's tremendous graphics potential in a way that makes UMS look like it isn't trying. The UMS control system is cumbersome too, relying almost entirely on pull-down menus instead of point-and-click.

In all, UMS is a must for the serious war gamer. If spending Saturday afternoons in draughty village halls shuffling thousands of tiny little men around a big polystyrene-and-rubber playing field is your idea of a good time then UMS was made for you. But it is serious stuff, and therefore not recommended to more frivolous gamers after a quick thrill.

Richard Jones

UMS COLLECTION



PROGRAMMERS
Intergalactic Development Inc.

PUBLISHER
Mirage 0260 299909

PRICE
£44.99

RELEASE
Early October



GRAPHICS

Functional, but unattractive.

SOUND

Really rather weak.

ADDITION

Will keep you interested.

PLAYABILITY

Complex, but user-friendly.

VERDICT

"A package that gives you a lot for your money, even though it is thrown-together. Only for serious war-gamers."

74%

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Flight sim freaks – ultimate control is within your power! For ultra sensitivity in manipulating your aircraft through the toughest of missions, an analogue joystick is a must. Sadly for the Amiga decent ones are rare. For the PC, however, there are plenty to choose from, and this is where this excellent interface from Digi Print comes in.

Available from Lightwave for £14.99, the DP IBM analogue interface (reviewed AF49, 80%) is a short grey cable with a standard Amiga 9-pin plug on one end, and a 15-pin socket where the IBM joystick plugs in, and it makes flight sims far easier to control.

There's a huge range of games that support analogue on the Amiga including *Birds of Prey*, *A-10 Tank Killer v1.5*, *F15 Strike Eagle II*, *Flight of the Intruder*, *Knights of the Sky*, *Red Baron*, *Flight Simulator II*, *Dog Fight* (out soon), *MiG 29*, *MiG 29 Super Fulcrum*, *F-19 Stealth Fighter*, *Air Warrior*, *Gunship 2000*, *Jumpjet*, *Nova Nine*, *Formula One Grand Prix*, *Ancient Art of War in the Sky*, *Tornado* (out soon), *Reach for the Sky*, *A320 Airbus*, *F16 Combat Pilot* and *Mansell's World Championship*!

Well, if that huge list of games isn't enough for you to get excited about, then we don't know what is. Now for what you have to do to get your hands on an analog interface is answer the following questions.

- Which hi-tech Russian fighter plane crashed recently in an airshow in Britain?
- Which World War II flight simulator won an AF Gold in Issue 48?
- How many pins are there in an IBM joystick socket?

Send your entries on a postcard, or sealed envelope to: Flying High Comp, Amiga Format, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Usual rules apply.

THE RULES: No employee of Future Publishing, Digi Print or Lightwave can enter this competition.

CAESAR DELUXE

Ave! A funny thing happens on the way to the forum as it emerges that Impressions' already excellent Roman sim is now upgraded...



LOCAL. LOCALS ARE DEMANDING A NEW FORT.

"It's like this, boss," protests Claudius Dubius, representative of the citizens. "The people want a new fort, or they may soon be revolting." "But they're already revolting," Caesar replies wittily...

Creating a sequel is a difficult task, particularly if the game you are trying to enhance is a classic in its own right. *Caesar* had everyone donning a toga and plumed helmet, prancing about in front of their Amigas with delight (well, we did). Perhaps it's a good thing, then, that *Caesar Deluxe* has been designed to tweak and complement aspects of the original rather than introduce drastic changes.

Civis Romanus Sum

If you attach no significance to the name *Sim City* then you have truly missed a classic – a rigorous test of urban planning and development. *Caesar* was a clone of that landmark production.



Nevertheless, it received the coveted
Format Gold
award thanks to

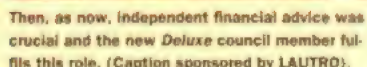
added dimensions of defence and conquest and its cute little houses.

The object of *Caesar* is to help the empire by establishing a city within the province over which you have jurisdiction. Building the city is difficult because you must monitor many aspects of its development, but your ability as a governor are represented by the four pillars of Roman civilisation: Peace, Culture, Prosperity and Empire.

Increasing each of these is hard, but the difficulty of juggling several problems at once is what makes *Caesar* so fascinating. The state of the first three aspects can be improved by building defensive walls, creating more amenities for your citizens, increasing industrial output and so on. Your imperialist abilities, on the other hand, are gauged according to your city's expansion on a provincial level and a new feature allows you to create Imperial Highways which connect your city to other provinces as well as other towns.

This makes *Caesar Deluxe* even bigger than its predecessor. Just remember, though, that you'll also have marauding barbarians pounding at your gates and other disasters to cope with, so preparation for the worst is essential. A catastrophe can have repercussions which shatter the city, but desperately taking steps to save it is just as enjoyable as watching it grow.



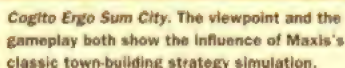


In order to develop the city you must monitor its progress and this is done with the help of several advisors who are found at the forum. Here, the changes rung by Caesar Deluxe really begin to show with the addition of another counsellor to your merry band. He joins the existing oracles of fiscal and social information as a sort of Department of Trade and Industry inspector (BC), offering advice on industrial expansion in your province.

An odd change to the game is that slaves are now called 'plebs'. Other enhancements in the game are mainly designed to add to the fluidity of play, and include a rearrangement of the main icons and the addition of a viewfinder to the main, bird's-eye view window. There's also a panel that explains icons as you slide your mouse-pointer over them frantically while the city burns to the ground. The new control system only fractionally improves the whole arrangement, but it was already excellent in the first place.

Overall, the game has been polished in all respects, right down to packaging and documentation, but don't expect this to be a sequel. Impressions have almost achieved a version that is genuinely 'Deluxe', but you have to ask yourself whether it is worth paying £14.99 for a what is only a very slight upgrade.

Caesar remains a classic and if you don't have the original invest in this. However, with the impending release of *Sim City 2000*, a new empire is about to be founded.

Rob Mead 

Simon Bradbury

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Good music, effective effects.

1 2 3 4 5 6 7 8 9 10

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MICRO MAC

Look, I really don't want to write about this game, I just want to play it. Even as I sit here, somebody has wandered over and started playing it and already I'm jealous. Maybe I could have a quick game? But then there's no such thing as a quick game of *Micro Machines*.

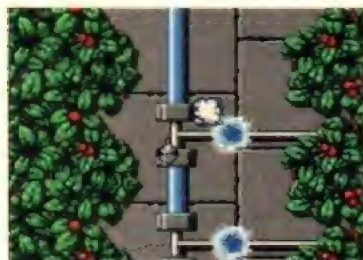
It's probably a bit complicated to explain, but please bear with me. You race a very small car across a breakfast table, avoiding milk and cereal. It's that simple. (I lied before.) All right, you also sail boats in the bath, fly helicopters in the garden, drive tanks across a games table and negotiate racing cars around a pool table. And it's absolutely bloody

brilliant. I don't think you need to know anymore than that really. Stephen Bradley. *Amiga Format*.

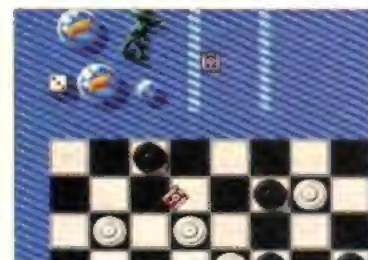
Right, now it's time for a game of *Micro Machines*. What do you mean you want to know more? Shoo. Go on. Outta here.

You can't talk about this game. Not like, say, *Soccer Kid*, where you can tell your mates about all the clever tricks he can do, and the interesting places he goes. These diddy cars haven't got any special characteristics. They're small and they zip around the house. End of story.

OK, OK. It's for one or two players. Satisfied? All right, here's more. Five smirk-inducing, but dastardly deeds you can do to your mates in *Micro Machines*. **1.** Force their



Garden sprinklers are the curse of the chopper. Jan Michael Vincent from *Airwolf* was only last week telling me of the problems they cause.



Dice with death before losing your marbles. Play Toy Soldiers in Martika's *Kitchen*. Get tanked up on some draught beer and fall on the floor.

HINES



powerboat down the plughole in the bath. **2.** Knock them into an orange. **3.** Edge them off the side of a ruler. **4.** Blow them up with your tank. **5.** Nudge them onto a lawn sprinkler. And the thing is, it's all so wonderfully childish. Married men have sat before the screen, giggling after bashing each other's boats into a rubber duck.

This game is not sensible. There are 24 courses, eight types of scenery, 11 different drivers and four ways to race. But it's in two player mode that *Micro Machines* really comes to life. The game only uses one screen so both players must be on it at the same time. Unlike other racing games, the idea is not to zoom around the track faster than

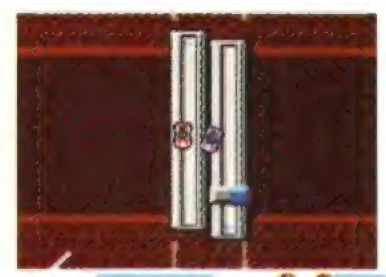
your opponent, rather, to put enough distance between you and him until the scrolling catches up and he disappears off screen. Each time you do this you gain a bonus; once you've amassed eight, you win the race.

Heck, that's enough detail. *Micro Machines* is a game that makes you giggle in a daft manner and addiction is more a probability than possibility. Gripes? Well there's no parallax scrolling so the edge of the tables can be difficult to spot. And the shadows don't match the shapes of the cars. But we'll let them off just this once, eh? Driving a tank on a draughts board has never been so much fun - everybody should play this at least once in their life.

Steve Bradley ☺



You will not be surprised to learn that this is the first time I have seen bathwater, powerboats and a rubber duck together in AF.



Something has got to give. Only one car at a time can pass over the rulers that bridge the desks, due to the rubber blocking the way.

MICRO MACHINES



PROGRAMMERS

Codemasters

PUBLISHER

Codemasters 0926 814132

PRICE

£25.99

RELEASE

Out now

GRAPHICS



Unusual, but nothing special.

SOUND



Not the game's highlight.

ADDITION



Yes, yes, yes, yes, yes. Yes.

PLAYABILITY



Amazing in two player mode.

VERDICT

“ Not the kind of game you want to talk about, nor yet the kind of game you want to write about. A game you want to sit down and play and play and play and... ”

90%

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The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.

FREE ENTRY!

National GAMES CHAMPIONSHIP

THE DATES AND VENUES...

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GLASGOW Megastore
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GLASGOW 5 heats

25 - 28 October
BOLTON Games Centre
STOCKPORT Games Centre
MANCHESTER Megastore
BIRMINGHAM Megastore
COVENTRY Megastore
Final on 29 October
MANCHESTER 3 heats

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Thunderhawk - MEGA CD



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The second Future Entertainment Show



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PINBALL FANTASIES



PROGRAMMERS

Digital Illusions

PUBLISHER

21st Century 0235 851533

PRICE

£32.95

RELEASE

September 22nd 1993.



GRAPHICS



256 colours, and it shows!

SOUND



It's CD, innit?

ADDICTION



It really did change my life!

PLAYABILITY



It's pinball, innit?

VERDICT

“ One of the greatest games on the Amiga is even better on CD³². Life would be a worse place without this disc, a truly 'Classic CD' (crap mag pun). ”

85%



Party Land, the best table in *Pinball Fantasies*. Some people may try to tell you otherwise, but they aren't writing this review. So what I say goes!

Opinions are divided in the Amiga Format office. Richard Jones, a bit of a wizard with the silver ball and possibly the only man on earth who has the power to control gravity at will, believes that pinball is a game without any element of chance. That's easy for him to say. Personally, I believe that chance plays more than a small part in the shiny ball game. Come to think about it, many's the time the ball eludes Richard's preternatural control and slithers down the drain between his violently jerking flippers. If this is not chance, he must have chosen to ditch himself... strange tactic!

The pinball table is a closed system, all the variables are under the direct control of the laws of physics, therefore there can be no chance. Once we introduce chaos theory, and butterflies in Japan start affecting our game, the debate becomes even more heated. Then there's always the position of the moon which also needs to be taken into account...

The net effect of this conversation is that we play less pinball and drink less beer... the opportunity cost of philosophy, eh? One thing's for sure, if any game on earth is fundamentally analogue, it has to be pinball - world-class tennis is almost completely digital these days. So you could never successfully convert this mixture of genius, beer, spawn and gravitational anomaly to the antiseptic environment of the computer - could you?



Speed Kings, the brightest table in *Pinball Fantasies*. Some people may try to tell you otherwise, but they are obviously colour-blind!

JAMES POND 2

Life is strange. If some bloke tries to tell you otherwise, like that it's just a bowl of All Bran, or that it's what you make it, kick him in the crotch. He is obviously a dangerous loony. Life is strange.

I have spent the last few years of my life lamenting volubly that I didn't get to review *Robocod* when it first came out on the Amiga. Maff Evans reviewed it, back in Issue 29, and a damn fine job he did too. Back then *Robocod* scored a huge 91 per cent, and time has not dulled the shine on this glisteningly great platform game. But times have changed and Evans has gone to be a knob-twiddler on *Future Music*.

I, ON THE other hand, have had the opportunity to review *Robocod* twice in the last four issues. First it was the all-new (well,

bits were new) and enhanced AGA version which surfaced in Issue 49. In the 20 months since its original appearance, our fishy friend had put on five new levels, lots more colours, and absolutely no pounds and no pence. A feat well worthy of equalling its original score. Congratulations to Millennium for producing a truly enhanced AGA game.

Now, in Issue... hold on, let me take a look at the cover... oh yes, Issue 52. *Robocod* is back again. And this time James Pond is flashing his fins on CD³². Millennium can quite rightly be proud of themselves for the undeniable achievement of having got the first CD³² game on to the shelves (their *Diggers* beat it to the machine, but comes free when you buy one). Surely they deserve to sell bucket-loads of this game, then?

Well, they undoubtedly will. But whether they deserve to is a matter for debate.

The non-interactive nature of the printed medium makes debates a bit tricky, though, so we'll have a kind of kangaroo court. I'll make the case for the defence of this undeniably excellent game. Then I'll make the case for this being a cynical marketing move by a set of money-hungry capitalists, and then I'll give the game a score and get on with my life. You can draw your own conclusions.

CASE FOR THE DEFENCE

- *Robocod* has earned a coveted Amiga Format Gold award twice.
- It is, without a doubt, one of the most playable, enjoyable, colourful and generally suckworthy Amiga games ever. Ever!
- The CD³² version of *Robocod* has the



BALL FANTASIES

What a stupid bloody question. Digital Illusions did it almost a year ago with *Pinball Dreams*. They improved on it with *Pinball Fantasies*, and for a while we spent more time in the office after work than we did in the pub. Eventually we came to our senses and started playing real pinball, but for a while there we nearly earned our anoraks.

NOW IT'S OUT for CD³². Can it possibly improve on what is already one of the greatest games ever to grace the Amiga? Of course - there's 256 colour graphics for a start, with the already gorgeous tables now rendered even more gorgeous. On first impressions the gameplay seems to have been ruined by CD-isation. The screen is massive (well, our fabulous new Nicam stereo telly is, when compared to our old 1084S monitor), which is merely weird.

But scrolling is much faster, and the motion of the ball smoother. For some reason (possibly the 50 frames per second animation) the act of scrolling from the bottom of the table to the top, and back again, at high speed is nowhere near as nausea inducing as it used to be. Digital Illusions have been freed of making allowances for the limitations of 16-bit technology. The ball trajectory algorithms are now all computed by the speedy 32-bit 68020... and it shows.

These enhancements are disconcerting at first. All the shots seem easier to make than on the Amiga 600 version and visions of truly huge scores start flashing before your eyes. A few more games dismiss these illusions and after a few days' hard playing (hey! there's no other way to play pinball!) these dreams are diminished, and it becomes obvious that *Pinball Fantasies* CD³² is actually more challenging than the computer version. How much of this can be ascribed to the joystick control method is a moot point, and of no interest to anyone.

THERE ARE ONLY two blots on this shining star of a game. Firstly, there's the excessive price. £32.95 is simply too much. What happened to lower prices on CD product? And secondly, and closely related, there is no reason why all four of the *Pinball Dreams* tables couldn't have been put on this disc as a bonus. There is no chance *Pinball Dreams* will ever stand alone as a CD³² product in the wake of *Fantasies*. For this tightness on the part of the publishers, this 95 per cent game gets downgraded a full 10 per cent.

Marcus Dyson ☺



Stones and Bones, the easiest table to get a big score on. Some people might tell you otherwise...

ROBOCOD

same five extra levels as the AGA version.

- The CD³² version of *Robocod* has seven tracks of CD digital audio.
- The CD³² version of *Robocod* has full animation intro and a full electronic book containing secret F.I.S.H. information.

CASE FOR THE PERSECUTION
Robocod CD³² costs £29.95 - four quid more than the floppy version.

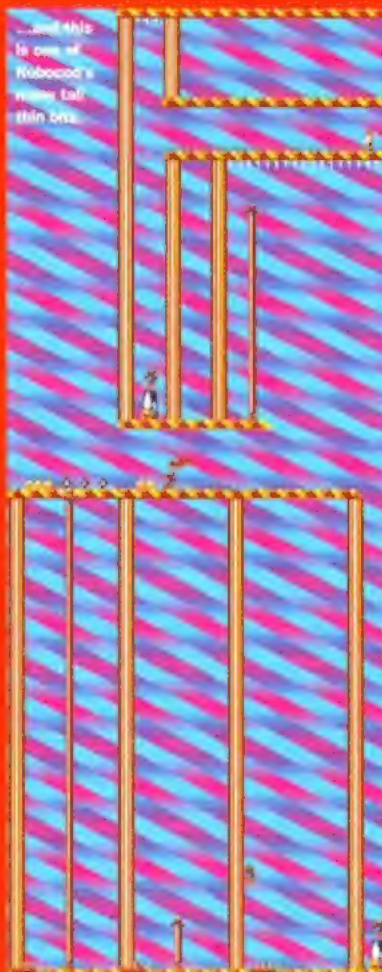
For years, publishers have been claiming that when CD software arrived it would be cheaper than disk stuff because it won't be as pirateable. The production costs of a CD are similar, or maybe even less, than the production costs of a two-disk game.

Is it possible that because *Robocod* CD³² is the first Amiga CD game available, and early buyers of the CD³² will have little choice, that Millennium are trying to turn a

fast buck? Or is it possible that despite all they have said, now the time to stand by their rhetoric has come, software houses are not in fact going to charge less for CD software? Are we going to be charged a premium for the fact that we are getting our games on shiny 12cm discs instead of blue 3.5-inch ones? Are we to believe that, although the development costs of the game have been covered by the floppy version, the cost of producing an average animation and a session musician soundtrack warrants a price hike?

I don't know the answer to these questions, but if I were you, I'd ask myself them several times before I shelled out more for a CD game than it costs on floppy.

Marcus Dyson ☺



The thing about AGA *Robocod* is how subtly the enhancement has been done. You don't notice how colourful it is until you get the old version out. This is one of *Robocod*'s many long and thin hits...

JAMES POND 2 ROBOCOD



PROGRAMMERS

Chris Sorrell

PUBLISHER

Millennium 0223 844894

PRICE

£29.99

RELEASE

Out now



GRAPHICS



As great as ever...

SOUND



...better than ever.

ADDICTION



I have spent months on this.

PLAYABILITY



One of the best platformers.

VERDICT

“ There's no denying this is a great game, one of the best. But this is CD. So why does it cost more? Why weren't *James Pond* and *Aquatic Games* bunged on free? ”

85%

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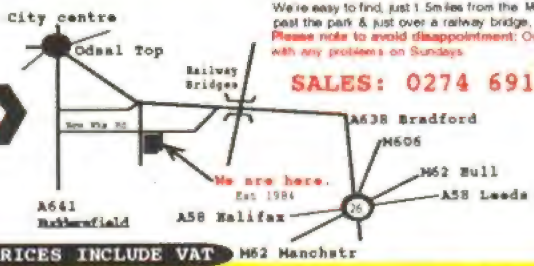
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Slap me krutters and grodge me nurdlers, there's a man over there offering a feast of cut-price software. Is it one of those pirates? No, it's Stephen Bradley...

CHEAP 'N' CHEERFUL

F17

Here on the right, we see the mechanics milking every moment as they attempt a fast and efficient wheel change.

Team 17 ■ £12.99 ■ Needs 1 Meg ■ New!



There's no such thing as a free ride, but Team 17 have come up with a nice cheap one.

There's nothing us reviewers like more than whingeing about the price of games, so when a brand-spanking new, more than decent racing game is released for a snip at £12.99, well, it rather takes the wind out of one's sails.

And that's exactly what the Wakefield-based Team 17 programmers have done by releasing *F17* at a budget price in a fit of generosity

not usually associated with Northshire folk. Anyway, if it's that cheap, *F17* must be crap, right? Wrong. What we have here is a perfectly reasonable game released at a perfectly reasonable price. Hurrah.

All this is most commendable, but what do you actually get for your hard-earned brass? Well, *F17* is not going to win any prizes for originality, fitting as it does into the a well-established tradition of racing games such as Nigel Mansell's *World Championship* and *Lotus Turbo Challenge*. But it gives you the impression of belting round various circuits at a fair old speed as you fly past (or into) 2D trackside objects.

To begin at the beginning. An options screen enables you to choose between four cars each of which has different attributes. Red, for example, goes like a bomb in a straight line, whereas Yellow or Green might serve you better on more twisty circuits.

You can then opt to have a bit of practice, take a single race or qualify for the first track of your world championship tour.

There are 16 tracks to be raced, each of which has scenery and a background which is at least appropriate for the venue if not accurate; Monaco, for instance, has plenty of lamp posts and the famous tunnel section.

Put your foot down, you'll fall over

Playing the game comes as a rather nice surprise after a long loading time and although *F17* comes on two disks there is hardly any swapping to be done. The first thing you notice about the game is an inability to see very far into the distance and, because it's hard to anticipate bends, an in-game map would have been useful. However,



How can those racing guys concentrate? I'd be looking at all the advertising hoardings...

the car is nicely animated and in serious collisions it can swivel a smooth full circle. Maintenance at the pitlane during the game is, thankfully, no chore, you just pull in and gauge the speed of repairs. However, the pit crew does give the strange impression that they're milking the car.



That Mansell: I weel keel heem

The really great thing about *F17* is that it isn't easy. On Rookie level – the easiest setting – it takes a great deal of practice to win points at each venue, though in time you can usually come first in each race. Even then, two other levels of difficulty, four different cars and the option to play in either normal or arcade modes give it a lasting challenge.

It's fair to point out that if *F17* had been released as a full-priced game, it would not have been rated so highly. However at this price *F17* is good gear. It takes an old concept and uses it to good effect. Let's hope it starts a trend.

8/10

THE ADVENTURES OF ROBIN HOOD

£12.99 ■ Kixx XL ■ (Reviewed AF27 80%)

Adventures in woods are a good thing. And they're even better when you get to don green tights and use words like 'yonder'. Robin Hood has been banished from his castle by Prince John and it's up to you help him regain his rightful position. Gather a band of merry men and generally do good deeds as you explore the forest and interact with people along the way. Not that you have to be nice – you can wander around shooting everything in sight, but you won't top the popularity polls. The isometric 3D perspective works very nicely and the on-screen icons make it easy to control Robin's actions, although he doesn't always do exactly what you expect.



Robin, the hooded man, riding through the glen with his band of merry men. Everything he did, he did it for you.

There isn't a huge amount of depth to the plot and Robin's green tights occasionally blend in with the background so that you lose track entirely of his lower half, but it's in a humorous vein and great fun to play. Get that Bryan Adams record out now!



Never has a man bedecked in green tights done so much for so few. His attributes are there for all to see. The most optimistic, brave villain of them all.

8/10

MIDWINTER II - FLAMES OF FREEDOM

Kixx XL ■ £16.99 ■ Reviewed AF28 87%



Midwinter II is more than a game of two halves so it's worth choosing the attributes of your Field Agent very carefully. This chap is reasonably charming, and very threatening. Nice, huh?

An adventure game for those with the patience of Job, *Flames of Freedom* is something akin to the Milk Tray adverts being transported to the Amiga. The evil Saharan Empire controls all but one Atlantic island and is poised to invade the last remaining island of Agora. You are a special agent with the task of averting this fiendish plot by attempting to liberate others under their control. There are two ways to play: Raid is a short game where you tackle a single island, whereas Campaign is a more involved scenario where you attempt to free as many islands as possible. There is an incredible amount of information to digest but don't let this put you off. *Flames of Freedom* is an excellent mixture of action and adventure

and although it's not graphically stunning, you'll still be playing this when you're in a bath chair.

Just when you think you are on top of a situation, when all seems to be under control, those yellow dots appear.



8/10

SUPER SPACE INVADERS

The Hit Squad ■ £9.99 ■ Reviewed AF29 83%



Whoah! The Cattle Mutilation section. The best bit of the game is when the spaceships hover around then pick up the cows. If you can shoot the ship without hurting the cows, they shout, "Thank you".

Mention this game in the office and you receive a variety of responses. Some say it's completely awful, others claim it's damned good fun. *Super Space Invaders* is a peculiar affair – at times incredibly slow, yet occasionally exciting. Just when you fancy a quick burst of shoot-em-up action, you find yourself firing bullets at four miles per hour. I found the exercise ultimately frustrating. The action was too slow most of the time, though the Cattle Mutilation

sequences saving bovines from marauding spaceships are tremendous.

You can almost smell the chlorine in the sports centre where the machine was. All right, I know – nostalgia isn't what it used to be.



6/10

GRAND PRIX CIRCUIT

Hit Squad ■ £9.99 ■ Reviewed AF2 78%



Admittedly, I've never driven for Williams Renault, but I know when to put my foot down. I refuse to drive for Jenkins Go-carts.

Our recent reader survey revealed that none of our readers have ever driven professionally for a top Formula One team. Obviously aware of this, Hit Squad have re-released *Grand Prix Circuit* four years after its first appearance. Choose from three cars (Ferrari, Williams and McLaren) and race on any one of eight circuits from around the world. The cars are quite tricky to control at first and you may find yourself motoring across the grass on occasions, but persevere (Nigel Mansell did) and victory will be sweet.

Grand Prix Circuit is almost identical to *The Cycles*, a reasonably entertaining motorbike racing game of no fixed address, simply replacing the bikes with cars. There is no wondrous sense of speed, nor are you likely to receive a bottle of champagne. Still, after a couple of bottles of brown ale you may feel the urge to cavort on some Brazilian grass.

7/10

SHADOWLANDS

The Hit Squad ■ £9.99 ■ Reviewed AF33 93%



Wander across desolate plains, while away the hours using yourself in a maze of passageways and tunnels. Have a light. The Costa Del Sol is always great at this time of year isn't it?

A tale of discovery, truth and honour. A tale of retribution and vengeance. A tale of clicking a computer mouse around a screen. Legend has it (well, so it says in the manual) that a prince, cruelly slaughtered on the battlefield, returns from beyond the veil of darkness to avenge this terrible wrongdoing.

You are that prince in this isometric 3D role-playing fantasy, and it's up to you to lead a gang back to the Shadowlands to do the business. The warriors all have various attributes and you can control them as a party or split them up, the latter being a vital move to solve some of the rather clever puzzles that block your way as you progress.

With excellent graphic effects and a huge gaming area to explore (including underground passages) *Shadowlands* is an atmospheric RPG and a great buy for less than a fiver.

9/10

CONTACT NUMBERS

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BATTLE ISLE '93

Reviewed AF48 81%
Ubisoft • 081-343 9055



"What's that guy? You can't get through level three? Ah, that'll be yer Lumit stuck in yer Rangg, won't it. Either that or a Karot bunging up yer Some. Either way, it's going to cost you."

We've had a lot of letters asking for codes to Blue Byte's latest. I wonder where I put them. Err, not there. Not there either. Oh, here they are:

ONE PLAYER LEVEL	CODE	18	KANTO
0	LUMIT	19	KAROT
1	LUNAR	20	KAISR
2	LUTOF	21	SYBIL
3	SONIX	22	SFINX
4	SOWYN	23	SYNOM
5	SOSOO	32	DIONE
TWO PLAYER LEVEL	CODE		
6	SONAF	24	LUPOS
7	RACHE	25	SONNE
8	RAMPE	26	SOTEX
9	RANGG	27	RASEN
10	FILMO	28	FISCH
11	FIEST	29	EBTON
12	FINXT	30	KABEL
13	EBENE	31	SYTAX
14	EBSYL	32	NAIAD
15	EBONY		
16	EBTAR		
17	KARST		

BLADE OF DESTINY

Reviewed AF50 FG91%
US Gold • 021-625 3388

A couple of swift tips from Steve Mann of the US Gold Helpline.

● It's better to have dwarves instead of fighter and rogues, because dwarves can pick locks, and they are very good at fighting.

● A good way of building up Experience is to bust into one of the town leaders' houses three times until you're attacked by the guards - there's only a few of them and they are worth lots of experience points.

LOCOMOTION

Reviewed AF42 19%
DMI • 0753 686000

Aha, the codes for this, er, special game. OK, so it's not very good, but here are the codes anyway. (As if you'd want them - Ed.)



Altogether:
"Everybody's doin' a brand new dance now..."

LEVEL	CODE	LEVEL	CODE
B	BEAR	H	HALL
C	CAVE	I	IRON
D	DUCK	J	JEEP
E	EAST	K	KING
F	FIRE	L	LUCK
G	GIRL		

GAME BUSTERS

AIRBUS A320 USA

Reviewed AF49 60%
Thalion • Thalion 021-442 2050

On the A320 USA disk, you will find a small file called "DUMMY". Make a copy of this file, and name it "DUMMY.log". Now, if you sign in giving the name "Dummy", your log book will have on record over 5400 flights and a performance of 500%+.

Colin Beveridge
North Berwick



Colin
Beveridge, eh?
Good name, that.

MEGA-LO-MANIA

Reviewed AF26 FG91%
Fantastic Worlds compilation UbiSoft • 081-343 9055



I don't think this cheat's quite what Sensible had in mind while writing Mega-Lo-Mania. Still...

At the start of each island, select as many men as you need to conquer the island. Now place your castle on the island in the normal way. Before the screen goes blank and you start the island, make the number of men lower than you had originally chosen. You should now start the island with the number of men you selected at first, but all the men you put back into the "man pool" will be available for other islands in that Epoch.

Peter Crosson
Nantwich

GRAHAM GOOCH'S CRICKET

Reviewed AF47 78%
Audiogenic • 081-424 2244



Use the cheat that Mike Atherton used in the final Test, as provided by Chris Hornsall.

If you're batting, hit the ball and then begin running. Just before the fielder throws the ball, press P to pause the game. Now you will be able to get as many runs as you want, without the fielders batting an eyelid (so to speak). When you get bored press Escape to get back to the game.

Chris Hornsall
Barnsley

ESCAPE FROM COMMODORE

Not reviewed
At Subscriber's request 50

Here's the complete solution to this FD game, included on the special Subscriber Superdisk (just five of charge only to subscribers - see page 140 with issue 60).

Go to the software shelf, take the Kickstart 4.0 source, then go to the graphics shelf: Blue Chain.

The source code, go to the lobby, and give Fred something to submit to the equation. Congratulations!
David Arndtson
Stubbekøbing, Denmark

In answer to your question, David - yes, I think it is the first complete solution we've received as a postcard!

FLASHBACK PART 3 - DEATH TOWER

Reviewed AF45 - FG93%
US Gold • 021-625 3388

Welcome to part three of the *Flashback* solution, where we show you how to get through the Death Tower game. This is Normal level, as opposed to Easy level (which is for amateurs...)

LEVEL 8 Go right and kill the terminator (1). Open the door, go back to the right, and recharge your shield. Go left, kill the terminators (2 and 3), then proceed left. Open the door, and take the lift up.

LEVEL 7 Jump up, then go left and up. Open the floor trap (4), go left, and kill the terminator (5). Activate the doors, and kill the terminators (6 and 7). Go left and up, then continue left and kill the terminator and the two floating balls (8). Go left, use the Save post (9), then go left and take the lift up.

LEVEL 6 Open the door (10), and roll left past the trap (11). Climb up and go left. Watch out for the trap door, and recharge your shield (12). Go left, kill the terminator (13). Proceed left, watching out for the floor mines, then take the lift up.

LEVEL 5 Roll left, and kill the terminator and the floating ball (14). Climb up, roll right, then save. Go left then climb down. From the centre platform run left, jump up by running left and holding down the fire button only, then continue left. Kill the terminators (16 and 17), jump over the pits, continue left, then take the lift up.

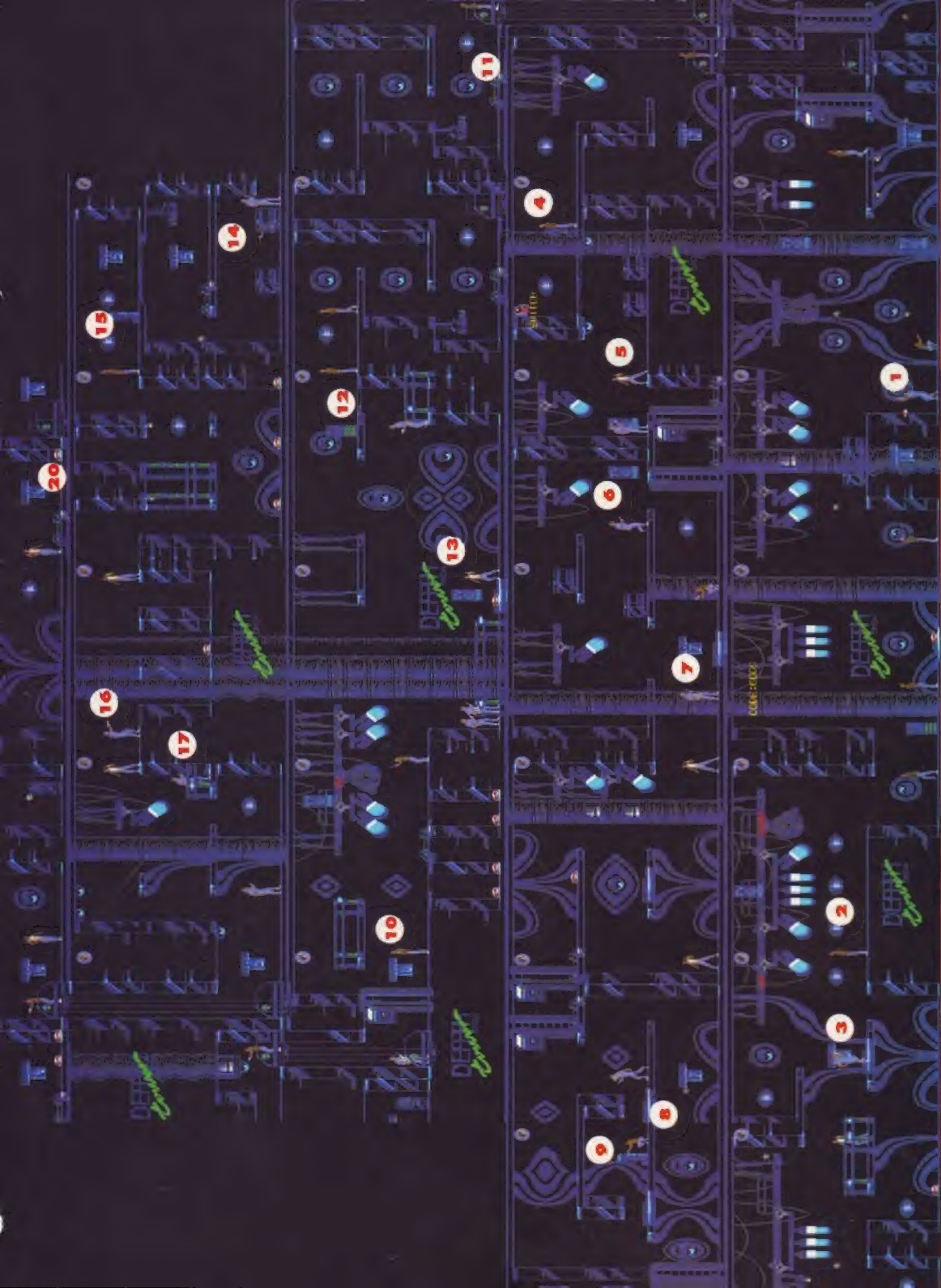
LEVEL 4 Go right, release the terminator by flicking switch (18), and kill him. Open the door using the switch, and jump up by running right and holding down the fire button only, then go right. Kill the terminators (19), then recharge. Watch out for the big drop, though - dangle down first. On the lower platform, go right and open the door using switch (20). Go back, and on the middle platform go right and open the floor trap using switch (21). On the lower platform go right and take the lift up.

LEVEL 3 Shoot the three terminators, then go right and up. Kill the middle floating ball, kill the terminator, and use the save post (22). Kill the remaining three balls, then take the lift up.

LEVEL 2 Kill the terminator (23), open the door, then kill the other terminator (24). Take the lift up.

LEVEL 1 Kill the last terminator (25), and wait for your prize!





DUNE II

Got Ordos on your mind? Harkonnens stuck in your hair? Or Atreides in, um, your trousers? Follow our tip-top tips for the top in Virgin's super strategy game.



Build a repair facility, buy a couple of carryalls, and you won't worry about damaged units again.

Reviewed AF50 FG90%
Virgin Games 081-960 2255

SPECIAL TACTICS

● Always defend your base well with the best possible units. Until defensive turrets become available leave units on guard, never send them all out at the same time. Later on in the game, a group of well-placed rocket turrets will leave you free to concentrate on attacking. (Always place rocket turrets on the edge of the base so they don't interfere with future buildings.)

● Don't forget to attack! The enemy will often send a constant stream of units at you but it is important to build up a force and take a shot at the enemy base instead of just defending your own. You can often find the enemy base by following his units back there.

● On the later levels build a Starport. This is a very important building to own since it enables you to buy units from The Merchant's Guild for anything up to half the price it costs to build them! Keep checking for bargains, because the prices change every time you look.



Buying machinery from Dune dealers can be limited. Building a Starport will give you access to dealers all over the universe.

● If you have a Heavy Factory or a Starport, either build or order a few extra Harvesters. This way you only need to build one Spice Refinery. You should have about three Harvesters to maximise spice production. Don't forget to build Spice Silos as the spice can build up quickly.

● If you are short on credits, sometimes you don't even need to build factories because the Starport will provide everything, usually at a cheaper price. The down side, however, is that the Starport can run out of stock, which can be inconvenient.

● A Repair Facility is almost essential once they become available. Carry-alls can bring damaged units to them and take them back to the battlefield.

● If you capture enemy factories you can build their special units such as The Deviator, The Devastator and The Sonic Tank.



The enemy won't normally attack until they've set up camp themselves, sometimes they will do a kamikaze trip though, so watch out!

● Watch out for sneak attacks especially near the start of a level. Your first encounter with an enemy

house will often be when they airlift troops near your base in a Carry-all. The troops can appear on any side of the base so make sure all sides are guarded. After that you can concentrate your defences on the side of your base which faces the enemy one.

● Your most important building is the Construction Yard (see Attack Plan). On the later levels the enemy will sometimes try to concentrate their attack on it and Death Hands are frequently aimed at it. If it is destroyed you can no longer build any new buildings, so guard it well. If you are unlucky and lose it, order or build a Mobile Construction Facility and deploy it where the Construction Yard used to be.



Because your construction Site is very fragile, a mobile version will be available (at an inflated price, naturally). Buy one as soon as you can.

● The Spice Refinery is another important building. If it is destroyed when you are low on credits then you won't be able to rebuild it because of the lack of money and you will not be able to refine Spice to earn credits. In this dire situation, your base will eventually be destroyed, unless you have almost finished the level.

● On the last two levels you will be allowed to build a House Palace. This can only be built once you have a Starport. It is very expensive (999 Credits) but is extremely well armoured and is free to repair. It also gives you access to your House's Special Palace Ability (Fremen, Saboteur or Death Hand.)

To Be Continued next month...

Thanks to Gregg Spivey of Welwyn Garden City, who wins a £50 Mail Order voucher for these tips.

HOORAY, IT'S THE RETURN OF THE... PATHETIC TIPS

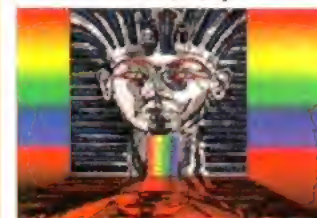
This tip, from Craig Poxon (!) of Westcliff-on-Sea, requires the Coverdisk from Amiga Format 50 - the Deluxe Music Construction Set 2 demo.



Play tunes just like Rolf did while you were a nipper. Unless you're a nipper...

"Place the mouse pointer over the piano keyboard, and hold down the left mouse button. Now rapidly move the mouse backwards and forwards, keeping within the highest and lowest notes. Hey Presto! An instant 'Rolf Harris' Stylophone' simulator just like I used to have when I was a nipper!" Yeah, cheers Craig - we can rest safe in our beds tonight now.

Taking the biscuit, as it were, is a reader from Southend: "Load up any version of *Deluxe Paint*, then right click on the Fonts icon. A requester should appear, but instead of typing in a font directory type 'IAMSUPERMAN' with no spaces. Now a game should appear on the screen." The guy's name? U B Nad. No we haven't, matey!



Clicking on the Fonts icon in *Deluxe Paint* would be easy if there was one!

FLASHBACK

Reviewed AF45 FG93%
Delphine/US Gold ● 021 425 2389



He used to bring your head against the wall any more. With this cheat you can actually walk through them!

A small cheat to get through any wall or door, even when it's closed. Simply walk up to the wall (or door) and turn around so that your back is against it. Hold down the fire button, and tap the joystick in the way that you are facing, then pull the joystick in the opposite direction and press fire. He will then carry on through the wall or door.
Red Fremen and Mark, ex. 'Sindri' Scott, Wilton and Graham, respectively.

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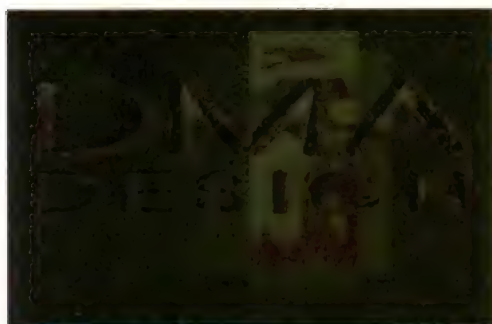
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HELPING HAND

Are you still stuck on Level 2 of *Blab the Unloved*? Well it's just as well Andy Nuttall's here to help you with more of those hard-to-beat Amiga games

FLASHBACK BOGUS SHOCK!

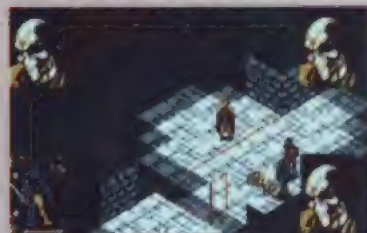
When I bought and loaded *Flashback*, I went to the password screen and typed in one of the passwords from the Cheat Compendium (*Amiga Format* issue 49). It didn't work. I checked, and the same codes appeared in most of the mags I could find in my local Smiths. As usual, *Amiga Format* bounced back into my good books with the correct codes. Where on earth did the bogus codes come from?

Ian J Forest
Rochdale

It turns out, after some intensive investigation by your roving reporter, that the 'bogus' codes were actually from the French version of the game, which was released earlier than the British version, and so made many trips over the channel before the official release.

Some magazines in this country printed those codes to claim a first, little realising that they were providing a useful service for those criminally suspect people who had pirated the game from the French version. Shameful.

HOLE IN MY SHADOW

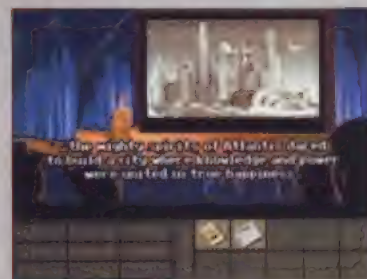


Good wholesome stuff is this *Shadowlands* game thing. A whole lot of fun too.

I'm stuck on level nine in *Shadowlands*. There are two holes blocking the doors to level 10, and I have no idea how to move them or make them disappear. Please help.

Paul Netherton
Deal

You need to cast a light over the holes, and they will then disappear. Domark have a helpline for their games old and new, why not try calling 081 780 2224 for more help.



This game was based on a film that never existed. A shame *Escape to Victory* wasn't.

INDY AND THE MAGIC LAMP

Help! I'm having difficulties with *Indy Jones and the Fate of Atlantis*. I've distracted Sternhart to pick up the kerosene lamp, but I can go no further into the temple. Also, where do I find the Bead of Orichalcum which I need to trade with Costa?

Mark Bloomfield
Colchester

Go into the temple, open the kerosene lamp and use the kerosene on the spiral shapes to clean them up. Now take the spiral shapes out of the wall and use them on the elephant's head to get the Bead of Orichalcum. Easy, eh?

DIZZY, DIZZY BEE!



Doric columns or is that Corinthian? Whatever it is they've all got growths. Classicism? Pah!

Dizzy's giving me the needle. On level 2 of *Crystal Kingdom Dizzy*, what do the large sheet, the needle and the thread do? Where do I use them?

Peter Beeston
Workop

The answer lies in the deflated boat. Take the needle, the thread and the sheet to the boat and patch it up. When you inflate the boat, it will now stay blown up.

TOKI CHEATS

I can only get to the third stage of *Toki*. Do you have a cheat to help me make stage four?

Paul McCormick
Paderborn
Germany

Yep, simply type in KILLER while playing the game. This will provide you with infinite lives, and you can also use F1-F6 to skip levels.

TURTLE RECALL

Greetings! I'm having trouble with *Teenage Mutant Hero Turtles*. Will



This game was based in a film that really shouldn't have happened. Groody to the max!

you give me a cheat for this game?

Anonymous
Portugal

When you're asked for the security code, type in 8859, then 1506 for the second attempt. Now type in the correct number, and you can press the Help key to get infinite lives.

SISTERLY ADVICE

I know that *The Great Giana Sisters* is an old game, but I can't complete it. Do you have any cheats?

Darren McCormick
Paderborn
Germany

Start the game, then hold down the A, R, M, I and N keys to skip levels.

SEVENTH HEAVEN



Dune 2 was actually written by David Lynch and a small baby ocelot with spiky hair and plies.

Can somebody help me with *Dune 2*? I've been on it for weeks now, and I just can't get off level 7. Please help, I'm tearing my hair out trying to do it.

Brian Hargrave
Sunderland

Well, I've got to admit that level 7's a toughie. Took me a long time to complete that one you know. Unfortunately, I can't really give you much help, though, because it's just a case of plugging away at it until you get a lucky break. Make sure that you build up a fighting force as early as possible, then move out as many as possible to defeat the enemy (preferably before he begins attacking you). Concentrate on his manufacturing plant, then once you've destroyed that you have the edge. Also, remember to build as

many gun/rocket turrets as possible, as well as or instead of walls. If you have enough of these you shouldn't be too bothered by enemy Ornithopters. Good luck!

WIZARD WEAPONS

I would be grateful if you could give me cheats for *Lethal Weapon* and *Wizkid*, both by Ocean.

Gary Armstrong
Luton

To skip to a desired level in *Lethal Weapon*, simply hold down the Alt and F keys, then press the number on the numeric keypad which corresponds to the level required. *Wizkid*, though, I'm not too sure about. Does anybody out there have a cheat?

DUNE TIPS



Frank Herbert eh? Silly name. Might as well have called himself Benny Bumhead. Pah!

Help! I'm stuck on *Dune* (the first one). I need a lot of tips, beginning to end. Please help me!

C Bond
London

I'd love to be more helpful than I'm going to have to be, but... could you perhaps be more specific, C?

MUSIC TO YOUR EARS

I'm having difficulty with *Turrican 2* - I can't get any further than stage 3. Do you have a cheat?

Carey J Webb
Burnham-on-Chouh

Well, let's see. If you access the Music menu (by pressing Help while on the title screen), then type in 142 and press Escape twice, you will be indestructible.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself - write it down and send it to us, and we'll do our best to print it. Send it to:
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WIN TWO AMIGAS

By now you should have ripped the Blitz Basic 2 Coverdisk off the front of this month's issue and be holding it in your sweaty palm. What are you going to do with it?

You could play the superb version of Defender, or you might have a go at the gorefest which is *Zombie Apocalypse*. On the other hand you may fancy winning yourself an Amiga 4000/030.

Acid Software, programmers of Blitz Basic, and Amiga Format are offering two of these fabulous machines to the lucky winners of this great programming competition.

All you have to do is write a game, or any other kind of program in Blitz Basic 2, using either the version on this month's Coverdisk or the full package (available on page 151 at the special price of £49.95).



OVER £2000 WORTH OF

We don't care! We don't care whether it's a game or a serious program that is. *Blitz Basic 2* has more than proven its games writing abilities. But its power with the intuition libraries makes it more than a match for any other package when it comes to writing spreadsheets and databases too. So we're not telling you what to write, that's up to you.

We're not asking you to be original either. After all, *Defender*, *Zombie Apocalypse* and *Skidmarks* are hardly revolutionary in design terms. What they are though is highly-playable, highly-addictive classics. So if you choose to rip off *Tempest* or *Mr. Do!* we won't go getting

upset about it. All we're asking you to do is write a game that makes us find it difficult to put our joysticks down. A tall order, to be sure. We are wizened, jaded and hardened games-playing professionals, after all!

But get cracking, read the tutorials in this and future issues of *Amiga Format*, and write yourself a program. If it's one of the best two we receive, you'll find yourself the lucky (and skilled) owner of a brand spanking new Amiga 4000/030.

The winner will also achieve fame and fortune as the star programmer of an *Amiga Format* Coverdisk program. We'll put your game (or a cut down demo) on a

future issue's Coverdisk. The copyright of the game will remain with you, and so you will be able to collect all the shareware fees.

If you do as well as Bryan Bell did with his *Charlie Chimp* game, you'll be laughing all the way to the bank, and we'll all be looking on jealously...

If you feel the need for the extra features of the full *Blitz Basic 2* to help you create your programming masterpiece, you can buy this powerful package (worth £69.95) at the bargain price of just £49.95. Turn to page 151 now and find out more about this fabulous deal. ☺

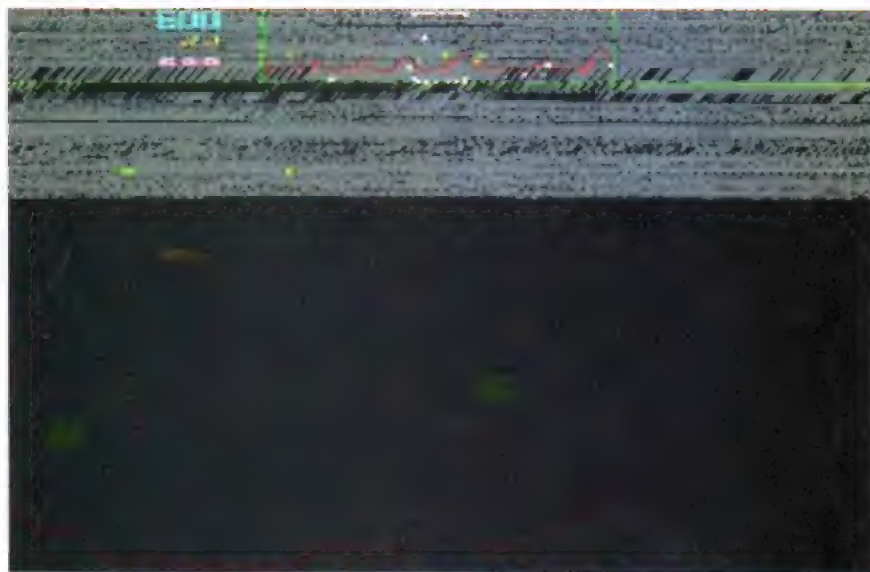
AMIGA 4000s



The more than slightly excellent *Skidmarks* allows up to four players to battle it out on the dirt track, bump bumpers and generally do driving things. The full game will be commercially released soon, and will feature monster trucks and loads of other goodies. If you haven't played our Coverdisk version yet, get a friend and give it a go. It's completely addictive and it was written completely in *Blitz Basic 2*.



Defender, responsible for more missed lessons in everyone's 'A' levels than the underage serving habits of their local landlords. Probably the greatest arcade shoot-em-up of all time, *Defender* had never been adequately re-created on a home computer until Mark Sibly got out his copy of *Blitz Basic*. If you haven't played it yet, it's on this month's Coverdisk.



PRIZES UP FOR GRABS

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1. Employees of Future Publishing, Vision and Acid Software may not enter.
2. Mark Sibly definitely can't enter.
3. All entries must be received on 3.5 inch AmigaDOS disk before 31.1.1994.
4. Amiga Format reserves the right to place the winning entry on the *Amiga Format* Coverdisk, but not if it's crap. Then again, if it's crap, it won't win.
5. Copyright remains with all entrants, so even if we put it on the disk, it remains your property, and you can collect the shareware fees and retire.
6. Erm... that's it.

Zombie Apocalypse. Written in *Blitz Basic* (but then what did you expect us to say?) Zombs, as we've come to affectionately know it, is a bit of a gorefest. In fact we have chosen to give it a 15 certificate on this month's disk label, just to be topical and cause controversy. This fast action packed shoot-em-up may be a little shallow, but it's loads a fun. And it really shows what you can achieve very easily with *Blitz Basic 2*.



Amiga Format and Future Entertainment Show Get creative competition

The second Future Entertainment Show

This is your final chance to get creative and win some fabulous prizes. So don't put it off any longer - get your entries in now!

Over the years the Amiga has grown into an extremely sophisticated machine. Not just as a games machine, or solely for serious use, but the Amiga is now a capable performer in many areas. At creating gorgeous graphics, the Amiga is master, with programs like *Deluxe Paint*, *Imagine* and *VistaPro*. And Desktop publishing is a doddle with *PageStream* and *ProPage*. With its ability to play sampled sounds and run a wide variety of music programs, the Amiga is also a powerful music machine. And Editing and titling videos is another skill the Amiga is adept at.

Because of these plentiful and wondrous abilities, we've put together a mega huge competition with prizes that represent the variety of operations the Amiga is used for. And the different things you have

to do to win the prizes means that everyone has a good chance of winning a prize they can really make the most of!

Each of the prize winners will have their prizes presented to them at the Future Entertainment Show on 11-14 November. (But don't worry if you win and you're not there, your prize will be sent to you. But you would be mad to miss it.)

This year the FES promises to be even bigger and better, with 150 exhibitors covering around 20,000 square feet of the Olympia Exhibition Centre. More than 60,000 people are expected to attend the show, and tickets priced at £6.95 or £24.95 for a group of four, must be booked prior to the show.

A credit card hotline has been set up for the show, so to book your tickets call 051-356 5085.

WIN! AN AMIGA 1200

IN OUR EXCELLENT DESIGN-A GAME COMPETITION



Happy families in 'Hodjaeville' - a grand line up ready for you to decide which characteristics they'll have. That's if you can design a brilliant game.

Following the completion of *Second Samurai*, Vivid Image are about to embark on their most ambitious project to date. *Hodja* is to be a CD-only game, developed for every CD platform, and Vivid Image want you to design it for them!

This isn't just the Vivid Image boys being lazy - they've done the preliminary work on the game, like designing the characters in the story and the basic scenarios, and what you have to do is come up with a design for the game itself.

The story so far...

Hodja is a Turkish folk hero, believed to have lived around the 13th century. His name means 'the wisest of men' and he makes his living by telling funny stories, making predictions and giving advice to people. Because what he says is completely made up and untrue, most of his pre-

dictions go wrong, so he can't stay in one place too long.

A typical suburban family, whose name you must make up, hires Hodja for a birthday party. What the parents don't realise is that Hodja practices real magic, but he's not very good at it. He grants the child a wish, which he must ask for while blowing out the candles on his birthday cake. The lights go out, the boy blows out the candles, and when the lights come back on, the family is sitting in a strange, monster-filled fantasy world. One of Hodja's spells has backfired... again!

Here's where you come in!

Design a game continuing on from the above story. To help you, Bill Hajee (who animated the mice in the Disney film *The Rescuers*) has drawn a rough of what the family look like - see the

cartoon. He will also be working on the in-game graphics, so don't worry if you can't draw!

Make your design in full storyboard-type form if you can, with detailed pictures describing each of the areas of the game, and some brief text to describe them. However, if your drawing is not so hot you can just sketch out the scenes, and write down descriptions of the levels.

The game design must be appealing to the whole family. Because a family is portrayed in the game, a real family should be able to control the characters. Up to four players may play the game simultaneously, with each playing the part of a family member. There should be an option to switch to anyone at any point in the game.

A family pet could be included, either a cat or a dog, which would either help or hinder the family's efforts. Alternatively, a baby monster could be befriended by one of the children during the adventure. Oh, and not forgetting, of course, Hodja's beloved donkey, Eshek.

Each member of the family should have different objects (which they were carrying prior to the casting of the spell), which they can use to get rid of the monsters they meet. Also, since the physical attributes of the characters vary, so must their abilities.

To avoid patronising the characters, you should introduce humour and role-reversal. For instance, the father may be terrified of snakes, while the mother may find them cute. Remember that *Hodja* is to be for CD-based machines only, so there are no limitations for the game's size and scope. Think of it as an interactive mini-movie, but steer clear of the all graphics and no gameplay type of game. Try to make it easy to play and combine adventure with arcade sequences and puzzles. Above all, have fun!

THE PRIZES AND HOW TO ENTER

Send your entries in by 8 October 1993 to:
Write a Vivid Game Competition, Amiga Format,
Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
Your entries must either be as a full script with sketches or a full storyboard. The entries will be judged

by Vivid Image.

The main prize for the best game design will be a shiny new A1200! And Commodore have given us an Amiga CD32 to give away as a runner-up prize - so, get your thinking hat on, and go for it!



3 Panasonic PRINTERS



With each of the Panasonic printers, you also win a copy of the word processor, Wordworth.

AND WORDSWORTH UP FOR GRABS

Whatever you're using your Amiga for, whether it is simply word processing and writing letters, or complex graphics and illustrations, you will need some type of output device. That's why we've got together with leading mail order company, Indi Direct Mail, to offer you the chance to win one of three high quality printers from Panasonic.

With each of the three Panasonic printers we're also giving away a copy of Digita's excellent word processor Wordworth, worth £129.99.

Indi are offering a Panasonic KXP-4410 laser printer as first prize. Worth £499.99, it can handle complex graphic applications, has low running costs, and prints up to five pages a minute. Second prize is a Panasonic KXP-2123 24-pin Quiet colour printer worth £239.99, and third prize is a Panasonic KX-P2180 9-pin colour Quiet printer worth £189.99. Both high performers, they use Quiet printing technology and have fast printing speeds.

ANSWER THESE QUESTIONS:

- 1 How many fonts are there on a Panasonic KX-P4410 laser printer?
- 2 How old are you?
- 3 What are the print speeds of the Panasonic KX-P2123 Quiet colour printer?
- 4 What computer/s do you own?
- 5 What is the sound level of the Panasonic KX-P2180 Quiet colour printer?
- 6 What will your next computer-related purchase be? (A clue: the answers to questions 1, 3 and 5 are on the Indi advertisement.)

TIE BREAKER:

I think Indi is the number one choice for computer products because _____

(In no more than 15 words)

Send your answers, and your name and address and phone number on a postcard or the back of a sealed envelope to:

Indi Printers Compo, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

**TO ARRIVE NO LATER THAN
8 OCTOBER 1993**

WIN! A VIDEOPILOT



With Videopilot you can cut and edit your videos with professional results.

If you win this competition you can turn your Amiga into a multimedia machine with this excellent video editing suite from V31. Plugging into your Amiga's serial port, and controlling up to three source decks and one single destina-

tion deck at a time, the Videopilot enables you to cut and edit your videos to achieve more professional results.

Because we know that anyone interested in winning a Videopilot will be a dab hand

with their camcorders (or are working on it), to win this competition you have to make a video recording.

Now we're not fussy - the subject matter is completely up to you - it can be humorous, thrilling, horror, a music video or a recording of everyday life. What we do want is originality and style. But what we don't want is your original and only copy of your recording - if it gets lost or damaged in the post you will have lost it for good.

Send your entries, and your name, address and phone number on a postcard or the back of a sealed envelope to: Creative Film Compo, Amiga Format, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

WIN A DAY IN A TOP RECORDING STUDIO!

If you've ever thought about creating music on your Amiga, then now's the time to do something about it! You could win a full 12 hours in a professional recording studio, to record your music using a full set of professional gear, with a recording engineer thrown in to help you out with the difficult bits.

The studio is Heritage Studios in Huntingdon, owned by percussionist Evelyn Glennie and engineer Greg Maicangl. It features 20-bit

digital recording, 48 channel MIDI, and samplers, effects units and keyboards. And at the heart of the studio is an A4000/040 running the Bars & Pipes Pro 2 sequencing program.

The winner and runner-up of this competition will also receive a copy of Bars & Pipes Professional 2, rated 99.0 per cent in issue 46, so the total value of the prize is... oh, huge. So what are you waiting for? Get your entries in now!

HOW TO ENTER

All you have to do to win this competition is create a piece of music using your Amiga. This could be using a full-blown MIDI set-up, or a simple tracker program (such as ProTracker featured on the Coverdisk of Amiga Format 48).

When you have created your piece, record it either to ordinary cassette or DAT, and send it to: Get Creative Studio Comp, Deborah Thackery-Tyres,

Heritage Studios, Heritage House, Main Street, Upton, Huntingdon PE17 5YF.

The entries will be judged by a panel including Evelyn Glennie, Greg Maicangl, and a Commodore representative.

Please supply a list of all the equipment you have used to create your piece. And don't send an original master of your music, because it cannot be returned to you.

**YOUR ENTRY MUST BE IN BY
8 OCTOBER 1993**

WORTH £1,300!

BRILLIANCE

THERE ARE TWO things that have already made the Amiga 1200 and A4000 a success. The first is the fact that they are top-notch, state-of-the-art 32-bit machines, and the other is the AGA chip set. Who could resist the 16-million colour palette? Not me, that's for sure.

The program that most people thought would be best placed to make use of the new graphics capabilities was the AGA version of *Deluxe Paint*. After all, it has been the favoured paint program for most situations for quite some time. However, when came out a big problem cropped up.

Sure, all the tools are there, but *DPaint* AGA is so slow. Now Digital Creations (the brains behind the highly acclaimed DCTV system) have pitched their attempt into the AGA paint market with *Brilliance*.

The Brilliance package consists of not one but two programs: *Brilliance* and *TrueBrilliance*. The first is what's termed a register-based program, which means that it works in the normal Amiga colour modes (two to 256). *TrueBrilliance* is used for manipulating HAM images and can also handle 24-bit images in HAM mode.

Splitting the package into two separate parts means that none of the features have to be scrimped on to make everything fit. If you need to use special HAM tools, then you use the HAM-specific program rather than making do with inappropriate tools designed for fewer colours.

Whichever version of the program you use, you really need 4Mb or more of RAM to make the most of it. It will run in two, but you are rather limited as to what size of file you can play with, especially in HAM-8 mode. Keep this in mind when getting into graphics on your AGA machine: all those colours need a lot of memory!

The appearance of *Brilliance* makes a move away from the usual *DPaint* look-alikes, being more akin to professional art

The AGA chip set in the new Amigas is exactly what you want for creating superb graphics. And now Maff Evans uncovers the perfect paint package to make use of it...

MAIN PICTURE: This composite image shows how the tools in *Brilliance* can give an enormous range of effects, working in anything from 256 to 260,000 colours!



packages. This is because there are no pull-down menus to search through when you need an option. Instead, each area of the program has its own dedicated control panel that can be called up from the main menu, so all the options and tools you need for one job are in one place.

This makes a refreshing change and makes the whole thing a lot easier to learn. In fact – I never thought I'd say this! – it makes even *Deluxe Paint* look cumbersome. Anyway, enough of the cosmetics, what of the features?

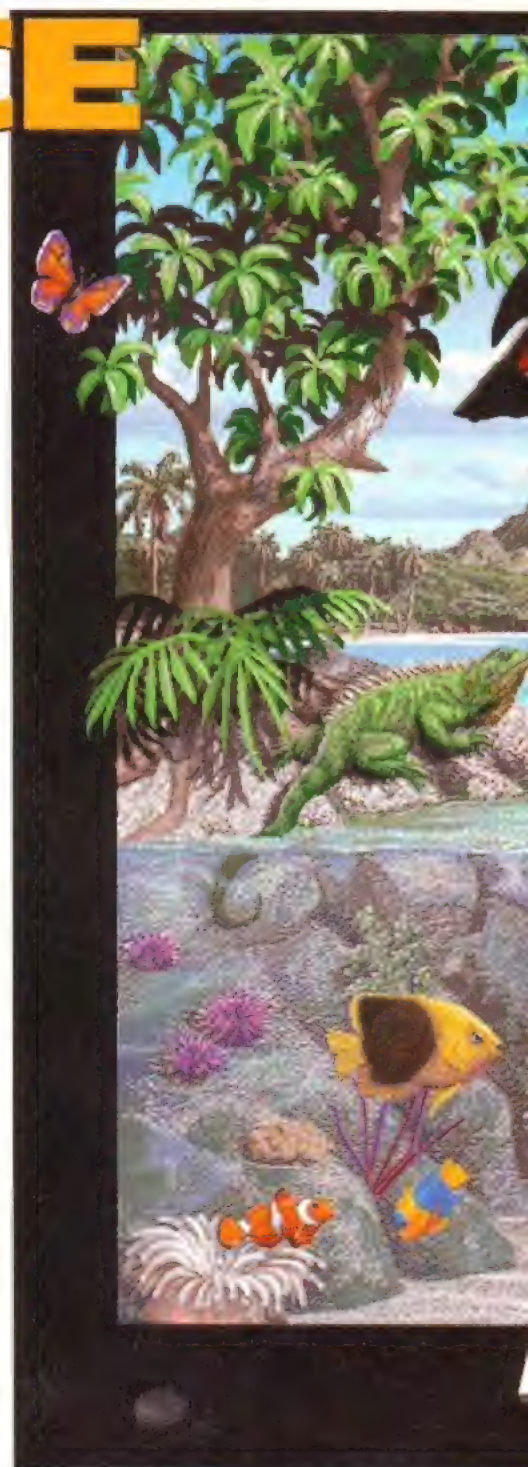
Working in *Brilliance* falls into three main areas – painting, brush manipulation and animation – so let's take 'em in turn.

Painting

The paint tools are organised extremely sensibly. Instead of having separate menu items for empty or filled shapes, both are on the same button. If you want to draw a filled rectangle instead of an empty one, just click twice on the rectangle gadget.

If you want to access options linked with a tool, you just click on its icon with the right-hand button to call up a special control panel. Very easy. This means you can get straight in, rather than having to learn loads of icons before you start.

As well as painting with straight colours, there are a number of special paint modes that you can access. These include all the usual smear, smooth and cycle effects along with a few specialties.

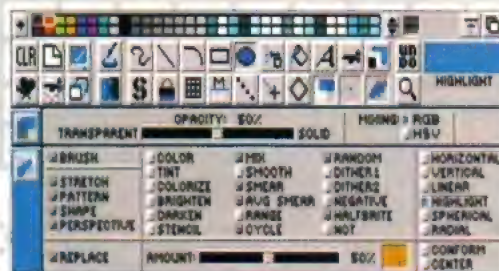


Look into the glass orb

Using one of the sample pictures included with the package, here is a do-it-yourself example of how *Brilliance*'s excellent gradient fills and Transparency mode work in practice.



1 Load up the Lagoon picture and go into the Edit Palette screen. Set up a spread of shades of grey over a range of about 32 colours, then transfer the spread into the range requester.



2 Select the filled ellipse tool, enter the brush mode panel and choose the Highlight option. Now open the Transparency window and make sure it will act on RGB values at about 50%.



3 Now just draw a circle by holding the left button and dragging the mouse with the Ctrl key held down (this constrains the ellipse to a circle). And that's it! A simple way of drawing glass spheres on a picture.



The Tint function works a lot better than its *DPaint* counterpart (it's available even when using filled shapes, rather than just in freehand or airbrush modes), the Brighten and Darken functions work to a variable amount (specified by moving a slider) and Average Smear (equivalent to *DPaint*'s Blend) works much more smoothly, blending colours in sweeps rather than spurts as *DPaint* AGA does.

Along with the impressive drawing functions, *Brilliance* also boasts a wide range of gradient fills for drawing solid shapes. The colour gradients are defined in a very flexible editor. Not only can you simply drag the pointer across the window to enter complete ranges from the palette, you can also enter double-markers for abrupt changes in gradients, have different gradients for each drawing screen and set the program to calculate inbetween shades so that your fills are as smooth as possible.

The fill types on offer are horizontal, vertical and angled gradients, highlight fills, spherical fills and radials (which are concentric rings that always emanate from the centre point). These can all be set to 'fit' in to an awkward shape, so that the gradient flows smoothly right across an area. Using these fills, you can create very solid-looking objects – especially when you use a lot of shades in a colour range.

Unfortunately, there isn't a rub-through function (which would help you to blend another image into your painting, giving an effect like painting on glass) but there is another method which can be used to similar effect.

Any drawing mode in *Brilliance* can be applied using the Transparency function. This causes the image being drawn (whether it's a filled shape, a freehand line or a custom brush) to appear translucent. With careful use, this can be every bit as

effective as rub-through. By mapping a map of the world onto a sphere, picking it up as a brush and stamping it down on another picture using Transparency, I managed to create a very effective glass globe effect in next to no time.

Quite a few packages have many of these effects, but *Brilliance* has an edge due to the sheer speed with which it carries them out. Gradient fills are calculated and drawn in a few seconds, no matter how many colours you use. No longer do we have to start a fill then go off and have a cup of tea while the Amiga works it out.

Brush manipulation

Picking up and using brushes in *Brilliance* works in a very similar way to *DPaint*. You select the brush-cut option, draw around the area you want to cut and that's it.

Brilliance goes a bit further than that, though. You can then use the Transparency mode to get a rub-through effect, as described above, as well as go through all the usual bending and twisting effects or use it for four types of pattern fill: tile patterns, horizontal stretch-fitting, shape contours and perspective.

There is a range of functions for fine-tuning the control of brushes either when picking them up or using them: Auto Background looks at the colours in the four corners of a brush and sets that as the transparent background, Tile Cut removes the right and bottom lines of a brush (so

☛ *Brilliance* has an edge due to the sheer speed with which it carries operations out. No longer do we have to start a fill then go off and make a cup of tea while the Amiga works it out... ☛

that pasting brushes next to each other doesn't cause an overlap) and Align enables you to reposition a brush relative to its original screen position (useful for creating smooth pattern fills).

You can also remap the colours in a brush, copy its palette to the main screen palette or switch the position of the brush's handle.

One particularly useful option is the ability to store eight brushes. This really comes into play when 'morphing' brushes. By going to the Animbrush panel, setting the number of frames and then choosing which of the two brushes you want to morph together, you can create transformations from one brush to another.

The results of morphing vary, depending on the number of colours in the palette and the amount of antialias used, but on the whole the effect is very good.

Alongside the eight brush storage 'wells', there is a function for storing and retrieving brushes from the Amiga's clipboard, so that you can transfer brushes between *Brilliance* and *TrueBrilliance* without having to save them to disk.

The control over Animbrushes is remarkable. Not only can you set the number of frames to pick up and the direction to use, you can actually force an animbrush to fit into an animation of different

Continued overleaf

THE MAIN MENU, AND WHAT IT OFFERS...

General controls include load/save of files, screen mode, and setting for types of animation.

The palette of 256 colours, with up and down arrows on the right to scroll through. New colours are picked with a dropper from a colour square on a panel which pops up when you click on the icon below.

These buttons control the clever system of pop-up panels used instead of menus to select tools.



The upper of these two buttons brings up the palette; the lower one activates colour cycling or pops up the gradient menu.

The special tools are stencil, lock background, grid lock, mirror, segmented draw, anti-aliasing, transparency, the pen tip (brush) size, and draw mode.

The standard drawing tools are much as you would expect - freehand draw, straight line, curves, shapes, airbrush, fill, text, brush cut-out and brush distort, plus undo and magnify.

The on-line help facility is on all the time and tells you what the button or tool under the pointer is for.

length automatically. Just set the number of frames in the Fit section and *Brilliance* will automatically add or delete frames in the Animbrush to keep the animation as smooth as possible. No more messing around pasting double-copies of frames and picking the brush up again to get the Animbrush to the right length. Excellent!

Animation

Most of the animation options in *Brilliance* are controlled using the Tween page. This acts similarly to *DPaint*'s Move page, with figures being entered to make a brush move up, down, in or out of the screen or rotate around three axes. *Brilliance* enables you to create a path by setting a start and end point or by defining how far a brush should move.

Extra effects, such as ease in and out, trails and fades can also be done from here, as can perspective effects. To keep things simple, *Brilliance* uses the values from the Tween page for all the program's perspective drawing functions, so you only have to enter one set of values.

If you don't like the sound of this numbers lark, don't worry. You can set up animations by stamping the brush down on the screen and copying the information into the Tween page. All you have to do is click on the Adjust button and the panel is replaced by a requester showing the data from the Tween page and some controls. You just select the data you want to edit, click on the screen, drag the mouse and the data will be transferred automatically.

Control over playing and editing animations is provided in the animation page, which looks like a video editor. Finding a particular frame is just a matter of moving a slider - it really is that easy.

The magnify mode zooms right in so that you can see individual pixels. The degree of zoom in or out can be controlled with the buttons on the bar at the left of the magnify window.



If you want to create cartoon animation, with animated figures moving across a background rather than static shapes spinning and sliding across the screen, you can use Animbrushes in conjunction with the Tween page. This enables you to set paths for your characters without having to stamp down each frame in an Animbrush separately (which can be difficult, especially since *Brilliance* doesn't have a light-table feature).

Control over playing back and editing animations is provided in the Animation page, which is laid out like a video editor. Here you can choose the length of an

animation, cut out or add sections, set the speed of playback and determine the way the animation will be played (forwards, backwards, looped or 'ping-ponged' back and forth). Finding a particular frame in an animation is just a matter of moving the slider - it really is that simple. In fact, anyone who has a video will be able to use it.

As you've probably worked out for yourself, *Brilliance* is loaded with useful drawing and animation features, but it's not just the sheer number of tools on offer that impresses. Two other big points arise.

First, the program is very easy to use, thanks to its intuitive, flexible and well thought-out panel system. You just call up the panels you need and put them away when you've finished with them. It's great being able to have the colour palette, the range requester and the fill-type screen open and editable at the same time.

The second major factor is *Brilliance*'s speed. Even in HAM-8 mode, everything zips along beautifully quickly.

You could put *Brilliance* up against any of the other art packages in its price range and on features alone it would easily hold its own, but with all three factors together (tools, ease of use and speed), you're unlikely to find anything as impressive on any machine. At getting on for 200 quid it is hardly cheap, but when you consider what you get it looks great value.

BRILLIANCE



DESCRIPTION

Paint and animation package

MANUFACTURER

Digital Creations

DISTRIBUTOR

All good retailers

PRICE

£195 RRP or less

RELEASE

Available now

SPEED

Streets ahead of *DPaint* and many other packages in most operations.

MANUAL

Well written with clear descriptions and tutorials to get you started

ACCESSIBILITY

The odd tool needs a bit of manual reading, but mostly pretty intuitive.

FEATURES

Perfect, except rub-through and light table would have been useful.

VALUE

A lot of dosh and you need a RAM expansion, but you get so much!

VERDICT

Can handle anything *DPaint* AGA can do but much, much quicker. At nearly £200 it may seem expensive, but it's worth it. Probably the best paint package at the price on any type of computer.

92%

PYRAMID



Presents... **SUPER SEGA C.D. COMPETITION**

ENTRY FEE ONLY



**THE PRO ACTION
REPLAY
BRIDGE**



1st

10 TO BE WON

3rd

50 TO BE WON

2nd

25 TO BE WON

SKILL CHALLENGE

COMPLETE IN INK, USING BLOCK CAPITALS

1. Fill in the missing word
SEGA **GEAR**
2. What is the first level of Sonic the Hedgehog?
3. Name the letters on the Sega Joypad

TIE BREAKER

Complete in no more than 10 words
**I WOULD LIKE TO WIN THE
MEGA CD BECAUSE**

APPLICANTS CAN ENTER AS MANY TIMES AS THEY WISH,
AS LONG AS THE FEE OF £1 ACCOMPANIES EACH
ENTRY. PHOTOCOPIES ARE ACCEPTABLE.

ENTRANT DETAILS

NAME

ADDRESS

POST CODE

TEL No.

SIGNED

PARENT OR GUARDIAN
SIGNATURE IF UNDER 18

SEND POSTAL ORDERS TO:

(If sending cash, please make sure you send by registered post.)
UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL
EXCEEDS £2, IE 2 ENTRIES.

**PYRAMID LEISURE, ARCHWAY HOUSE,
STATION ROAD, CHESTER CH1 3DW**

RULES & CONDITIONS

The competition is open to anyone 18 years and over (anyone under 18 must seek permission from their parents/guardian) except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses. The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use. If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received. Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor.

THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.

Canon BJ-230



Way back in Issue 48, Canon scored two hits with the Canon BJ-200 and BJ-10SX printers. Can they possibly repeat that performance with the new BJ-230?

Richard Baguley squirts ink around the office to find out...



The BJ-230 is the latest addition to Canon's bubblejet stable of pedigree printers. And what a valuable addition it could prove to be, eh readers?

IF YOU'VE BEEN living under a rock for the last few years, you probably will never have heard of inkjet printing, and the words Canon BJ-10 will probably mean very little to you. However, if you have been reading the pages of *Amiga Format* in your bijou under-rock residence, you will no doubt be aware that Canon have recently released a slew of new inkjet printers, such as the BJ-10SX and the BJ-200. The latest to join Canon's happy family is the BJ-230, a wide carriage version of the *Amiga Format* Gold-winning BJ-200.

Inkjet printers operate in a radically different way to the conventional dot matrix printers which work by striking the paper through an inky ribbon, leaving some ink behind on the page. Inkjet printers work by heating a small amount of ink in a very thin nozzle. This ink then squirts out on to the paper, producing the dots on the paper. This has the benefit of being extremely quiet, although it can be rather slow. The concept of inkjet printing was allegedly discovered when a Canon research engineer is said to have touched a syringe filled with ink with a soldering iron, and the ink squirted across the room.

The BJ-230 is fundamentally much the same printer as the BJ-200, but it's been extended to enable it to cope with landscape A4 paper. This won't be important for most people, but if you work heavily with spreadsheets, it could be a bonus.

Most software (such as *ProPage* and *Pagestream*) enables you to 'turn' the page in memory, printing landscape pages on a printer that can only handle portrait. However, some programs can't handle this. So, if you want to print more rows of figures than you can fit on the width of an A4 page, this printer could be useful.

Eighty sheets of paper can be held in the sheet feeder, which automatically loads the paper as required. Canon claim a print speed of three pages per minute, but you would only approach this figure if you were working in high speed mode on a page containing only text. Add any graphics or Compugraphic fonts to the document, and things get significantly slower. For instance, the image shown on this page (done through the *AdPro* PrintPrefs saver) took around three minutes to print.

The BJ-230 has three print modes - High speed, high quality or super high quality. As you'd expect, the latter gives you the best image quality, but there is a price to pay in that your ink cartridges get used up extremely quickly. Phoenix supply a driver for this printer, and it also works fine with the BJ-10SX driver included with *Workbench 3*.

The print quality is as excellent as the other Canon models, with the same solid blacks and excellent range of tones. Add a print optimiser program (such as *TurboPrint* on last month's Coverdisk), and images are even better. The BJ-230 costs £60 more than the BJ-200, so unless you really need the extra width, go for the cheaper model.

This stunning print-out was produced on the Canon BJ-230 from a HAM-8 original using the PrefPrinter saver of Art Department Professional 2.3.



CANON BJ-230



DESCRIPTION

Bubblejet printer

MANUFACTURER

Canon

DISTRIBUTOR

Phoenix 0532 350091

PRICE

£379.99

RELEASE

Out now

SPEED

Not the fastest printer on earth, but it's pretty fast with text. ●●●

MANUAL

A 112 page manual gives you all the technical info you'll need. ●●●●

ACCESSIBILITY

With built-in Epson emulation, it's just a question of plug in and go. ●●●●

FEATURES

360 by 360 DPI resolution, and excellent greyscale rendition. ●●●●

VALUE

How many people will want to pay extra for the wide carriage? ●●●

VERDICT

“ Although it's more expensive than the BJ-200, the BJ-230 has the advantage of a wide carriage facility, which could be very useful for people who need print-outs of spreadsheets. ”

90%

DIRECT

4D Driving.....	£5.99
Amos Professional.....	£39.99
Body Blows.....	£16.99
Bombozal.....	£5.99
Civilisation.....	£19.99
Continental Circus.....	£5.99
Curse of Enchantia.....	£12.99
Darkmere.....	£14.99
Doodle Bug.....	£10.99
Dream Team.....	£14.99

Dune.....	£14.99
Epic.....	£14.99
Federation of Free Traders.....	£5.99
Football Crazy.....	£12.99
Jaguar XJ220.....	£9.99
Jimmy White Snooker.....	£14.99
Kick Off 2.....	£5.99
Lemmings 2 + Free T-Shirt.....	£17.99
Lion Heart.....	£17.99
Lure of the Temptress.....	£14.99

Nigel Mansell's Grand Prix.....	£14.99
Player Manager.....	£5.99
Premier Manager.....	£15.99
Robocop 3.....	£14.99
Sim City/Populous.....	£14.99
Spritz Paint.....	£5.99
Super Fighters.....	£14.99
Thunderhawk.....	£9.99
WWF2 - Euro Rampage.....	£14.99

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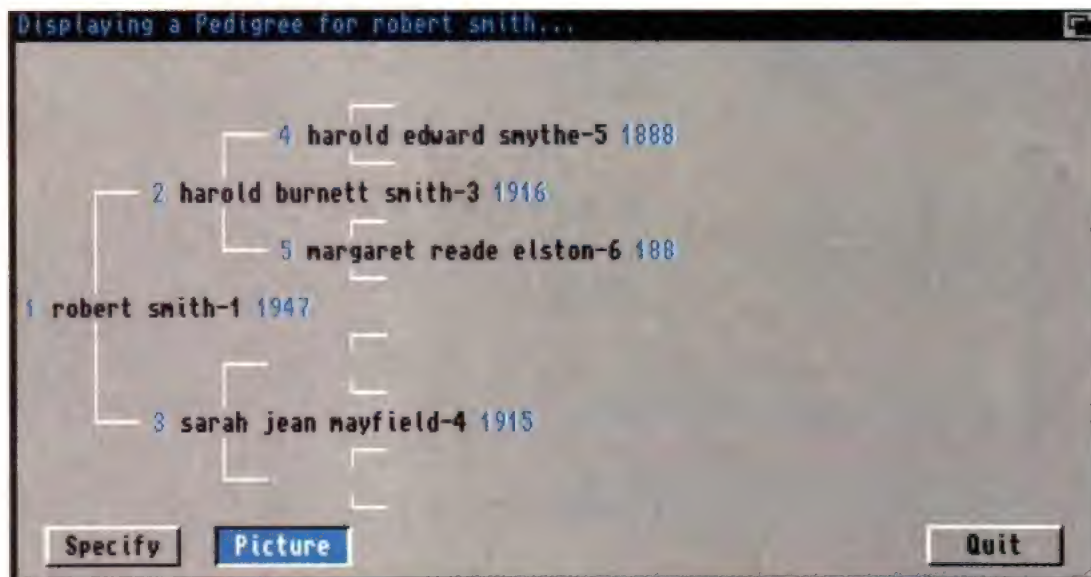
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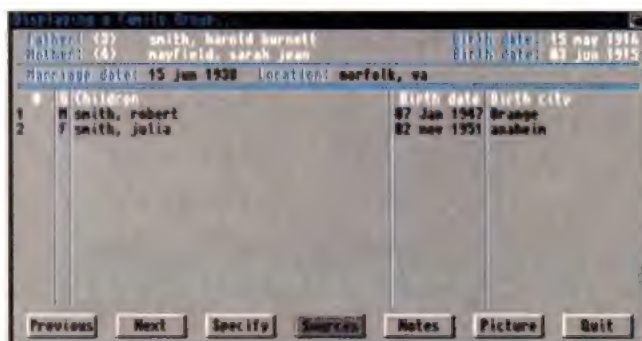
MANY PEOPLE ARE intrigued by the idea of being able to trace their family line. It's interesting to see how far back you can go, and what distinguished people you may be distantly related to.

Given that everybody has (more or less) two parents, once you go back several generations you're dealing with an awful lot of people. Go as far back as your fifth generation, and you have 127 people to deal with, and these are only your direct relations. Add to this any further branches of your family tree (such as uncles and cousins) and you can see how using a computer can be useful to keep track of the swelling ranks of your family.

The most widely used genealogy program on the Amiga is *A-Gen*, which is now up to version 4. There isn't much difference between *Origins* and *A-Gen* in the method of inputting data, although this is probably more to do with established standards - records being kept on cards - than any copying between the programs.

However, *Origins*' reports are more flexible and process faster, although an option to design your own reports would have been useful. *A-Gen* is written in GFA basic and so its slower speed isn't a surprise. *Origins* also supports the Tiny Tafel specification, which is designed to give a small resumé of your family tree. This can be uploaded to a Bulletin Board so that others can scan it, or add information to your database.

Both *A-Gen* and *Origins* also support the GENCOM standard, which is designed to allow you to move information between programs running on different machines. Both programs can also attach IFF images



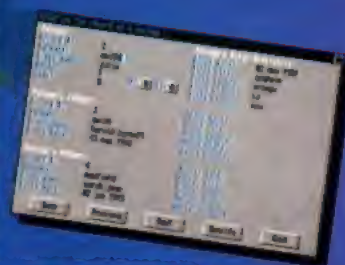
Among the many reporting options is one to display a family group, which gives you basic details of both the parents and the children.

to records, so you could have a scanned photograph of your subject or an image from a video attached to each record.

Two ARexx interfaces are also included in *Origins*. One is designed for controlling an editor such as *Cygnus Ed* or *TurboText*, which are more powerful than the built-in editor. The other ARexx interface allows you to control *Origins* itself, and to import or export data from this. It might not sound particularly useful, but you could use it to connect the program to a Bulletin Board system, allowing you or others to read data or load data into your database from a remote location. If you're a good ARexx programmer, you could even use it to generate your own reports, or import the data into a DTP program to produce quality print-outs of the data.

Origins is faster than *A-Gen*, but it's also more expensive. If you just want the basic data storage and retrieval functions, *A-Gen* will suit you fine, but if you want to expand from this into more complicated areas such as moving data between programs, *Origins* is well worthwhile.

ORIGINS



DESCRIPTION

Genealogy database

PROGRAMMER

Jeff Lavin, The Puzzle Factory

DISTRIBUTOR

Helios Software 0623 554828

PRICE

£75

RELEASE

Out now

SPEED

Searching through large databases is done very rapidly.

MANUAL

Fairly well written, although a bit dense in places, with plenty of tips.

ACCESSIBILITY

Complex, but it manages large amounts of data well.

FEATURES

Built-in reports good, but option to do your own would be better.

VALUE

More expensive, but more flexible than its rival *A-Gen*.

VERDICT

“Very similar to its nearest rival *A-Gen*, but *Origins* has many more features and so quite reasonably has a higher price. This is a powerful, flexible genealogy program.”

75%

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Macro68 ASSEMBLER

There's a new assembler in town, and it's very quick on the draw. Jolyon Ralph wonders whether its speed alone is sufficient to kill off the wily, adaptable old favourite, Devpac...

```

C:\AmigaShell
S:\Programs:macro68> dir *.asm
  ArxExample.asm      CompareDates.asm
  Display.asm         ExampleRexxBlock.asm
  Expunge.asm         ffpConvert.asm
  M68BIFace.asm       macro68Custom.asm
  makeAllSyms.asm     opti68Brain.asm
  Profile_68000.asm   Profile_68020.asm
  SelfChecksum.asm
S:\Programs:macro68> macro68 display.asm

Source file "display.asm" assembled to "ram:Display"
Av. pass time = 0:00.19 Line count = 746 Lines/min = 447600
Assembly time = 0:00.29 Line count = 746 Lines/min = 223800
Task time = 0:00.22 Line count = 746 Lines/min = 166400
# macro(s) defined
# error(s) detected
# warning(s) given
Relocatable code
Object size = 4194 (51850) bytes
Output file size = 5164 bytes
Symbol space used = 34016 (50000) bytes
DONE
S:\Programs:macro68>

```

The assembler in action. Although aesthetics aren't important when assembling, we thought you'd like to see how fast it is...

HERE'S A BRAND spanking new 680x0 assembler, supporting all the family: the 68000, 68010, 68020, 68030, 68040, 68881, 68882, 68851 and also the Copper processors. It comes on three disks with a 128-page manual packed with information.

It does not pretend to be a full development package. All you get for your money is the assembler; you will have to find your own text editor (although there are several good Public Domain editors available and if you want help debugging your code a debugger/monitor program will come in handy).

Macro68 voices proud boasts – it claims to be "the ultimate Amiga assembler" and that "*Macro68* is faster than all other Amiga multi-pass assemblers".

What that means in practice is that *Macro68* is the second fastest assembler available on the Amiga. The fastest assembler is still *ArgAsm*, published by Argonaut Software (famous for the early Amiga 3D classic *StarGlider*, and more recently for the Super Nintendo game *StarWing*).

ArgAsm is unique because it is a single-pass assembler: rather than scanning the source code twice, it only needs to scan the source once, resulting in phenomenal assembly speed. Unfortunately Argonaut have long since abandoned *ArgAsm* and they have no update plans.

Macro68 has one feature that is considerably in its favour when compiling programs with large numbers of include files. Like *Devpac 3* it can pre-assemble these for faster assembly, but unlike *Devpac* these can be held resident in RAM to speed up subsequent assemblies.

Macro68 has taken the brave step, unlike other Amiga assemblers, of using the new-style Motorola syntax. Introduced to set a standard approach for instruction syntax with the newer processors, this changes the form of many instructions. For example:

```

LEA 32(a0),a1          ;old syntax
becomes
LEA (32,a0),a1          ;new syntax
JSR _LVOWaitTOF(a6)     ;old syntax
becomes
JSR (_LVOWaitTOF,a6)    ;new syntax

```

Although it's a sensible idea, and if you're new to the language the new syntax may seem easier, if you're an experienced 68000 hacker, you'll probably hate it. More importantly, almost all example source published uses the old syntax, though existing source code can be converted to the new syntax with an included utility.

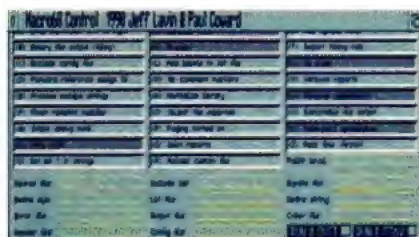
Other points in *Macro68*'s favour include its ARexx handling, which is second to none. If you want to set up your own assembly environment, based around *Cygnus Ed*, for example, then *Macro68* can control and be controlled far easier than either *ArgAsm* or *Devpac* can.

Unfair as it may seem, *Macro68* has to be compared to *Devpac* for value, and in my opinion you just don't get your money's worth with *Macro68*. The extra features don't outweigh the bonuses that HiSoft offer by bundling not only a good editor but also a monitor with *Devpac*.

If you already have SAS C and you like the editor and debugger you already use, then *Macro68* is worth a look. If you are starting with assembler, go for *Devpac 3* instead. Seasoned *Devpac*/*Argasm* veterans, make your own mind up.

New *Macro68* is certainly faster than my old *Devpac*, but its inability to handle my existing source without alterations is a major problem. Perhaps I'm missing something... or perhaps the authors are.

The *Macro68* control panel is about the most interesting part of the software to look at, but it struggles if you change your system font.



MACRO68

DESCRIPTION
Full 68000-family assembler

MANUFACTURER
DigiSoft

DISTRIBUTOR
Helios 0623 554828

PRICE
£130

RELEASE
Available now

SPEED ●●●●●
The fastest 680x0 assembler. Only ArgAsm (68000 only) is faster.

MANUAL ●●
Superb and have been marked higher but it lacks an index.

ACCESSIBILITY ●●●
Not at all easy for beginners to get to grips with.

FEATURES ●●●●●
Every feature you could want from an assembler and more.

VALUE ●●●
Expensive. It does not compete with Devpac on price.

VERDICT

“ For experienced assembler users only, and then only if you have good reason to be unhappy with your current assembler, or feel a serious need for this one's speed. ”

74%

PC TASK

When is your Amiga not an Amiga? Our own identity-crisis victim, Nick Veitch, takes a new version of the software PC emulator to task.

you install the software in the RAM disk. It does multitask quite effectively, but you will notice the drain on your CPU speed when *PCTask* is running.

The emulation covers a variety of PC display drivers, including CGA, EGA and VGA, as well as a generic mono mode. Display preferences are chosen from the start-up screen, as are drive assigns and memory usage.

PCTask is restricted to a standard 704K emulation, and this does limit the amount of software that will run on it. Microsoft's Windows GUI is right out of the question, as are quite a lot of graphics-based programs. But the old standard word-processors and spreadsheets should work fine, as will a number of PC games.

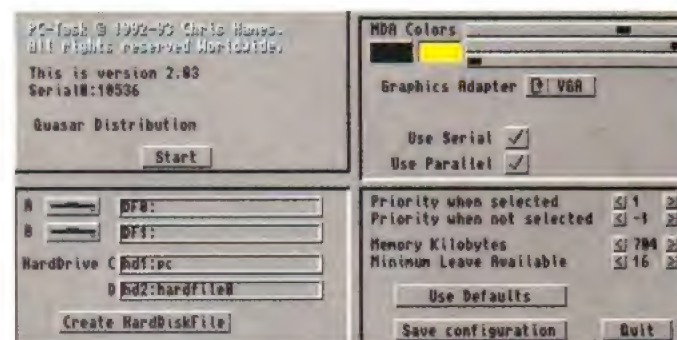
Hard disk support is controlled through the start-up options. In addition to being able to choose a hard disk partition to work as a PC device, there is also the rather cunning option of creating a file on an AmigaDOS partition that acts as a PC device. These files are created by *PCTask* and can then be formatted from MS-DOS and used as either a logical C: or D: MS-DOS drive.

This cunningness is taken a bit further by having support for AmigaDOS to access these PC devices directly. If you have a PC disk transfer system such as *Messydos* or *Crossdos* (the latter is included with Workbench 3) then a device can be mounted enabling you to get at the PC files stored in the hard-disk file. This is potentially very useful for transferring information between the two different systems, particularly if you don't have an A4000 with a high-density disk drive.

PCTask isn't a replacement for a PC, but it is capable of running a minimal PC wordpro and undertaking menial file operations. Bear in mind that the price does not include a version of MS-DOS, which you need to use the program.

Just what you need, a halfway decent PC emulator to run nice fractal programs on your Amiga-cum-PC.

The start-up screen allows you to select emulation mode, memory usage and assign or create logical PC disks.



WHEN YOU HAVE a PC in the office or at school and you want to take your work home with you to your Amiga, what do you do?

Unless you are incredibly wealthy, you will not have the necessary funds or space for a PC and an Amiga – so what's to be done? Well, the favourite option for the Amiga owner about town these days seems to be some kind of PC emulator.

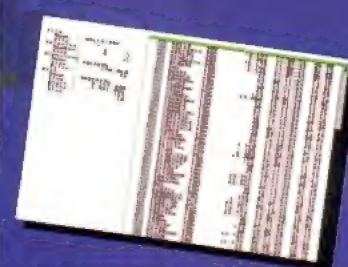
The emulator will convert your Amiga into a PC for the duration of its operation, enabling you to read and write PC disks and run PC software.

The trouble with most emulators is that they are hardware-based and therefore can cost almost as much as a new PC, not to mention being specific to a particular model of Amiga. *PCTask*, by contrast, is a software emulation. This means that there is no hardware to be added and no fussing with trapdoor slots and CPU jumpers; all this also makes it substantially cheaper than the competition.

There are problems with software emulators, though. They are generally slower and have a lower compatibility rate than their hardware counterparts. *PCTask* is certainly slower than a dedicated hardware emulator, but not cripplingly so.

If you can afford the memory overhead it works a great deal quicker when

PC TASK



DESCRIPTION

PC emulator

MANUFACTURER

Quasar

DISTRIBUTOR

Meridian (081 543 3500)

PRICE

£49.95

RELEASE

Available now

SPEED

MS-DOS applications are tediously slow, which is only to be expected.

MANUAL

Brief, gives all the techinfo needed. Novices may find it confusing.

ACCESSIBILITY

Once you've got it set up, it's a real doddle to use.

FEATURES

Good emulation of CGA, EGA & VGA, held back by memory limits.

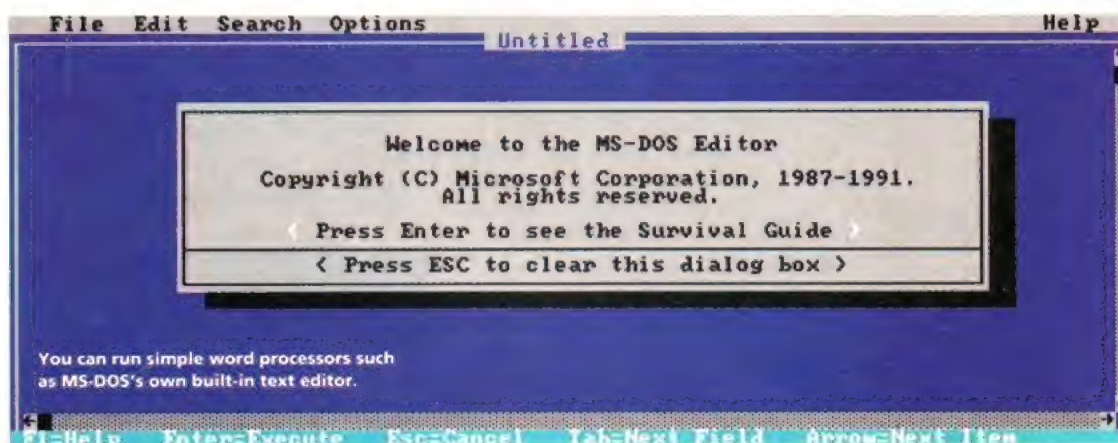
VALUE

Worth it if you desperately need to run PC-type utilities on your Amiga.

VERDICT

Reasonably cheap, especially compared to a hardware emulator, and with programs that need very little RAM, surprisingly effective, if a little slow. Could easily handle low workload tasks.

79%



ACCELERATORS
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FOR AMIGA 500 AND AMIGA 500PLUS

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G-LOCK

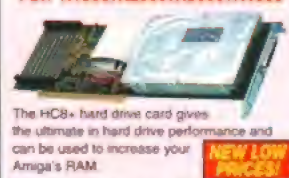
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AccuTrans 3D

If you want to convert your 3D ray-traced objects from one format to another, then AccuTrans 3D could be the answer. Richard Baguley puts the object converter program through its paces...

RAY-TRACING PROGRAMS

such as *Imagine 2* and *Real 3D Version 2* are capable of producing stunning results, and provide a great number of powerful tools for producing your 3D models.

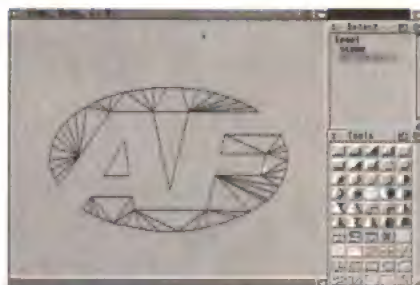
Unfortunately, the different programs have different ways of saving files, and these aren't interchangeable. This is where a program such as *AccuTrans 3D* comes in. This program can take 3D models produced by any one of five different programs, and save them out into any other format. So, for instance, you could take all your old *Sculpt-Animate 4D* models and convert them for use in *Imagine 2*.

When you're converting, you never actually see the object. Instead, you're presented with a button-strewn control panel, where you set the various aspects of the conversion. You are given an impressive degree of control over the process, including the ability to rescale objects, split objects into their various parts and save these individually.

It's pretty obvious that this program is aimed mainly at users of CAD programs such as *AutoCad* and *X-CAD*, and for them this program could be extremely useful, as they could produce proper ray-traced images of the objects or buildings they have built. It's also useful for other users,



This image began life as a DXF file produced in *AutoCad*. It was then converted to an *Imagine* file using *AccuTrans* and rendered.

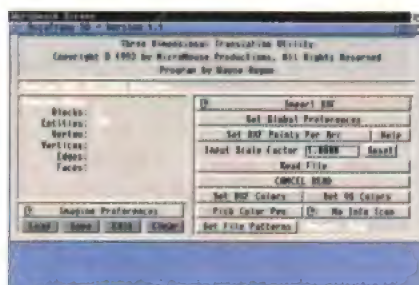


The logo was converted from *Imagine* to a *Sculpt* object using *AccuTrans*.

but the list of supported formats could do with being extended to include some of the more obscure programs which still pop up occasionally (such as *Draw 4D* and *Aladdin 4D*).

The obvious competition for this program is *Pixel 3D Professional*, which supports one more format (*3D Professional*), and also has an ARexx port, making automating processes much easier.

Pixel 3D Professional is slightly faster, taking 30 seconds to load a typical DXF file, as against 35 seconds for *AccuTrans 3D*. *Pixel 3D* costs around £150, and *AccuTrans 3D* should cost you around £60, including shipping costs. *Pixel 3D* is definitely the more powerful program, with the ability to manipulate the objects you've loaded in a variety of ways, but if all you want is to convert objects from one format to another, *AccuTrans 3D* is definitely worth considering.



Here *AccuTrans 3D* is in the process of reading in a DXF file, before saving it out in any of the five supported formats.

FORMAT CHECK

AccuTrans can cope with 3D objects in the following formats:
DXF - A standard for 3D models produced by CAD programs such as *XCAD* or *AutoCad*.

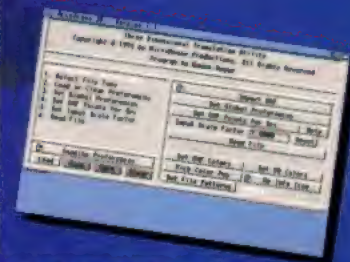
Imagine - Produced by Impulse's *Imagine* and *Turbo Silver*.

Lightwave - Produced by the *Lightwave 3D* ray-tracing program bundled with the *Video Toaster*.

VideoScape - Produced by the old but widely used 3D program *VideoScape 3D*.

Sculpt 4D - Produced by *Sculpt-Animate 4D*, once the best ray tracing program, but not recently updated.

ACCUTRANS 3D



DESCRIPTION

3D object converter program.

MANUFACTURER

Micro Mouse Productions

DISTRIBUTOR

Micro Mouse Productions
0101 306 522 6077

PRICE

\$60.00

RELEASE

Out now

SPEED

.....
Slightly slower at loading and saving than *Pixel 3D*, but fairly fast.

MANUAL

.....
In-depth and covers all aspects of the program.

ACCESSIBILITY

.....
Good on-screen help enables you to get into the program quickly.

FEATURES

.....
It's certainly not as feature laden as *Pixel 3D*, but does its job well.

VALUE

.....
Less powerful than *Pixel 3D*, but much cheaper.

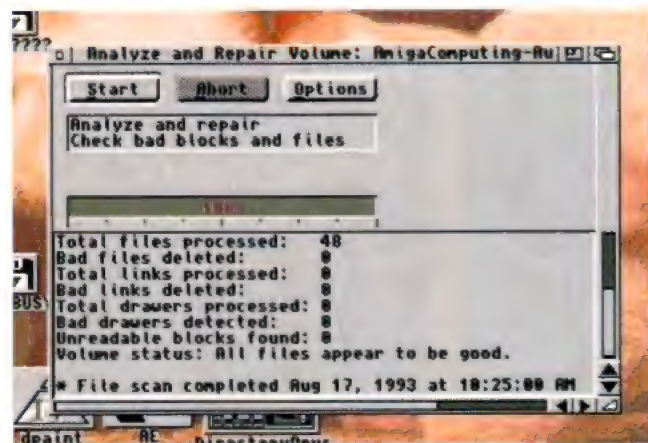
VERDICT

"AccuTrans 3D is not as powerful as Pixel 3D, but it could be extremely useful for use with CAD programs. However, the list of supported formats could do with being extended"

80%

QuarterBack TOOLS DE LUXE

Nick Veitch investigates the latest version of the disk and data repair and recovery program.



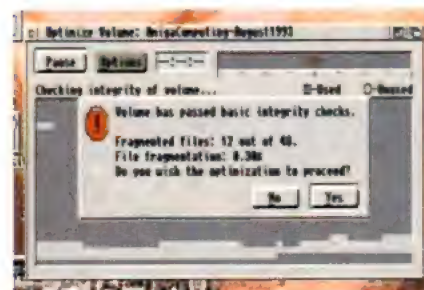
IT MIGHT BE a life's work, it might be an irreplaceable database of phone numbers, it might even be a file containing the number of your boss's secret Swiss bank account – everybody who uses a computer must have lost a highly important file at some time in their life.

At such times, all Amiga cognoscenti reach for their Workbench disks, find the amazing *DiskDoctor* program... and delete it. The sad reality is that Commodore's *DiskDoctor* is a quack and a sawbones – when it comes to the health of your important disks, it's best to go private.

Choosing between the applicants for the position of saviour of all your data is not an easy task. There are several contenders, from the PD delights of *DiskSalve* and *FixDisk*, to commercial offerings such as *Disk Mechanic* and *AmiBack*. But the most popular practitioner has always been *Quarterback Tools*. In spite of the failings of earlier versions it has remained the most popular choice by virtue of being the most successful at recovering errant data blocks.

This latest version differs quite considerably from its ancestors in terms of layout. *QBTools* now defaults to a Workbench window, with a choice of four buttons and a device list to select the disk to be examined. Once a disk is selected, you can then choose what to do with it. This breaks down into four sections: Repair, Recover, Optimize and Edit. Repairing is for disks which have logical errors on them – invalid

A full analysis of your disk's state of health checks not only for the obvious bad blocks, but for invalid links between them.



Optimizing a disk can save a lot of access time, especially on valuable things like AF Coverdisks...

bitmaps, bad checksums, knackered headers – the sorts of things which occasionally happen when your Amiga decides to guru during a disk operation. Recover is useful for reconstructing files which have been accidentally or otherwise deleted.

Optimizing a disk is a process where all the files are defragmented. As disks are used and the files on them are deleted, renamed, and updated, the blocks that make up the data can no longer be stored in one continuous stream of adjacent sectors on the disk. When this happens it takes the Amiga longer to access the data, as it is constantly moving the heads backwards and forwards over the disk to locate all the blocks. Optimization straightens out all the files, making for faster access times.

The only really new part is the Edit function, a *Newszap*-style hex editor which enables you to edit individual blocks of data by hand. This can be quite useful indeed, but only if you know what you are doing. A full explanation of the intricacies of disk structures is a bit beyond the scope of the accompanying manual.

Rather unfortunately for *Quarterback Tools*, and more importantly, unfortunately for me, the latest version of the Repair program seems to have a few bugs in it. When presented with (as far as I know) a perfectly functioning disk during tests, it became convinced that it had a number of problems. This wouldn't have been so bad, except that it then went through three recoverable alerts before finally gurning in the middle of attempting to repair these phantom ailments. As a result I fear my disk will never be the same again.

Even more unfortunately for all parties concerned, I then tried to optimize a disk. After the initial scan, the program (correctly) informed me that the disk was 0.00% fragmented. All well and good, but it then offered me the chance to proceed. Foolishly, I thought the software might stop short of going through a long and tedious process to optimize a disk which was already as optimized as it was ever going to get. Not only did *Quarterback Tools* go through said lengthy and tedious process, but it had the cheek to tell me after five minutes that the operation had failed and that I may have lost some files. The faults were fixed and files recovered using the old version of *QBTools*. Progress, eh?

The *De Luxe* tag to *Quarterback Tools* applies to all the extra bits that come on the disk, which include a few gems such as *Locator*, a useful program, especially since AmigaDOS's programmers didn't include a Find command. *Locator* initiates a quite complicated search string and then traces all the occurrences, giving full pathnames, the size and the date the file was created. Also included is *System Mover* which transfers types of file, fonts, libraries and devices from one disk to the other without having to use the Shell.

Overall the upgrade makes the program a bit more Amiga-friendly, and easier to use, but, it seems, at the expense of being an efficient recovery system. Save money and stick to the old version.

QUARTERBACK TOOLS DELUXE



DESCRIPTION

Disk and data repair and recovery

MANUFACTURER

New Horizons

DISTRIBUTOR

1st Comp Centre 0532 319444

PRICE

£69.99

RELEASE

Out now

SPEED

Quite fast compared to the competition. Optimization is a tad slow.

MANUAL

Well produced 86-page manual details every function.

ACCESSIBILITY

Now in improved Workbench-friendly version, it is easier to use.

FEATURES

It's got them all – it's just a shame they don't work some of the time.

VALUE

There are some useful functions, but just too many problems.

VERDICT

“ It has lots of new bits but the important parts of the program simply don't work properly. Seventy quid for a piece of software that exhibits flaws such as these is asking a bit too much. ”

54%

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Commodore 1940	14"	.39	MED	YES	DUAL	POA
Commodore 1942	14"	.28	MED	YES	DUAL	POA
Microvitec Cubscan	14"	.31	MED	NO	MULTI	POA
New Horizon Vanilla	15"	.28	HIGH	NO	MULTI	POA
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Caligari24

THIS ONE HAS come a long way since we reviewed *Caligari2* in May 1992. Octree's concentration on a *Broadcast* version has always left the 'consumer' version lagging behind other 3D packages, but this new version has some fine abilities in addition to its famously simple interface, not least its amazing render speed.

No longer can you say of *Caligari* that it's all mouth and no trousers – a superb front end, but no real performance in the

ABOVE: Free Form Deformation (FFD) was used for the TV screen, the toaster and the knife. The toaster here was twisted by selecting one end of its bounding box and rotating it around the main horizontal axis.

vital areas of modelling or rendering. *Caligari24* now has much more impressive goodies, not least among them the facts that it now supports the AGA screen modes for A1200 and A400 owners, and works in only 2Mb of RAM.

As ever, the thing that dominates your impression of *Caligari* is the magical interface. After six or seven years, it is still by far the best on any graphics program.

Always one sandwich short of a picnic in the past, Caligari's lunchbox now seems to be filled with an appetising array of goodies. Brian Larkman tries the taste of the update.

All the features are controlled by a series of push-button toolboxes at the bottom of the screen. These are a mix of icons and word-labels leaving the user in no doubt of the function of each.

The real power, however, lies in the intuitive way that objects and scenes are moved, rotated and transformed: in full 3D perspective, in a three-quarter view, in real time, using just the mouse. Easy! The movement is so smooth that it really feels as though the mouse is the object.

Smooth movement can be had by all because *Caligari* uses a version of the 'bounding box' system. Beyond a certain threshold, complex objects are moved in the form of the smallest rectangular box that will contain the objects – the bounding box. Since only a simple 3D rectangle is actually being moved in real time, changes to the scene are smooth and easy to perform, with the full scene redrawing as soon as the mouse button is released.

This sort of simplicity has now been extended into the whole modelling interface so that lines, faces and parts of objects can be rotated, scaled and moved just as easily as complete objects and scenes, making detailed editing easy.

Other editing tools are added in this version so that objects can be sliced and faces extruded simply, though complex extrusions and lathe operations on complete objects are still quite rudimentary.

Caligari24 allows images to be rendered and saved in 32-bit, the extra eight bits being used for degrees of transparency. That is especially useful if the image is to be genlocked with live video, because the live video can show through the transparent objects.

Only a few display boards, such as the ACS Harlequin, can handle the extra 8-bit Alpha channel. Some programs claim to use an Alpha channel – *ADPro* from ASDG and *OpalPaint* from Centaur – but this is only a pseudo-Alpha channel in software. Though the concept is similar – and very useful – only a 32-bit board can give a true real-time hardware Alpha channel.

USING THE ALPHA CHANNEL



1 What we're going to do here is simulate the effect of using transparent Alpha channel objects with live video showing through them. Instead of live video, though, we're going to be using the 24-bit background view pictured here. This static image could quite easily be replaced with live video genlocked in.



2 The rendered image produces a black area where the background is to appear. All transparent objects (the glass vase for example) are rendered with an extra eight bits (256 shades of grey) in addition to the 24-bit colour used for the rest of the picture. This provides information for the degrees of tinting (transparency) to use for the live video behind these areas.

The most exciting modelling feature added is Free Form Deformation (FFD). This process extends the principle of the bounding box so that a rectangular or cylindrical lattice 'bounding' an object can be deformed easily in real time. This deformation is then transferred to the full object before it is redrawn.

For greater precision, the box can be subdivided as many times as you like. Any number of crossing points on the grid, or even whole faces, can be selected and deformed with ease. For example, the TV screen in the main illustration was 'bulged' by dragging the centre point of one side of its bounding box. The screen bulged to follow the bounding box.

This is one of those functions that sounds complicated when you try to explain it in words but is dead simple in practice. It's brilliant. Using FFD, complex organic shapes are easy and animated distortions like the famous warping Nova ad should be within the reach of all. As usual however, animated FFD distortions are only possible on the hugely expensive *Broadcast* version. Will Octree ever learn?

Animation in general is crude in *Caligari*, but as a consolation, it's very easy to set up. Only 'key-frame' animation is available, so any object or hierarchical sub-object can be moved, rotated or scaled over a series of frames.

Paths can be straight vectors or spline curves, but acceleration and deceleration, object heading (along a curved path), and other sophisticated effects have to be created manually within the key frames or produced using scripts. As for morphing, waves, directed forces, collision detection or particle animation, just forget it.

Although types of animation available are very limited, synchronisation of the various objects and sub-objects is made much easier by the new Time Editor. Using hori-



The knife is quite tricky to distort using Free Form Deformation, because it does not have enough faces. This has meant its twist is far too sharp and angular - add more faces, and it would turn out fine.

zontal time bars to represent the duration of motion events for each object, this provides a simple, visual way to fine-tune the various components of an animation.

Key frames of your animation can also be moved, deleted, and copied interactively directly in this editor.

Rendering is almost unchanged from *Caligari2* except for the ability to render to most makes of frame-buffer in 24-bit or 32-bit. *Caligari* is not a ray-tracer, which means that it uses a whole series of tricks to produce photo-realistic images, including environment maps to give convincing reflections and shadow volume algorithms for shadows.

Although rendering is wickedly fast using these scan-line techniques, they assume that the user has a greater understanding of the 3D model and shading methods than is needed for ray-tracing. In effect, you need to do lots more experiments to get things right, a process which is bugged by the lack of detailed tutorials.

True realism is also limited by the lack of flashy effects like bump maps, soft shadows, depth of field and motion blur, but these would kill the fast rendering times. To make up for this, *Caligari24* allows images to be rendered and saved using 32 bits of data.

The extra eight bits on top of the normal 24-bit image are used to store degrees of transparency, especially useful if the image is to be genlocked with live video, allowing transparent objects to show the live video through them.

Rendering is still a bit of a disappointment, lacking the sophistication and simplicity of ray-tracing. But then this program is built for speed, not realism.

To sum up, modelling in *Caligari* is greatly improved by the Free Form Deformation system, but still lags behind *Imagine* and *Real3D* for custom-built tools for special building jobs. Despite the new Time Editor, animation is now really quite pathetic compared to other packages - even the old *Sculpt3D*, which had morphing at least six years ago.

Rendering is almost unchanged except for the obvious improvements of 24-bit rendering, and it is still amazingly fast. For some jobs, this speed, coupled with the brilliant interface, make *Caligari24* the best system to use - just so long as you don't expect it to come through with too much in the trouser department.

CALIGARI24



DESCRIPTION

3D modelling and rendering

MANUFACTURER

Octree

DISTRIBUTOR

Amiga Centre Scott'd 089-687 583

PRICE

£299

RELEASE

Available now

SPEED

★★★★★

Still by far the fastest 3D renderer you can buy, but not a ray-tracer.

MANUAL

★★★

Reasonable description of functions but very few tutorials.

ACCESSIBILITY

★★★★★

Beautiful, well laid-out control panels. The one to emulate.

FEATURES

★★★★

Good, but still not as good as the competition - but FFD is brilliant.

VALUE

★★★

With animated FFD it would be good. Without, it's reasonable.

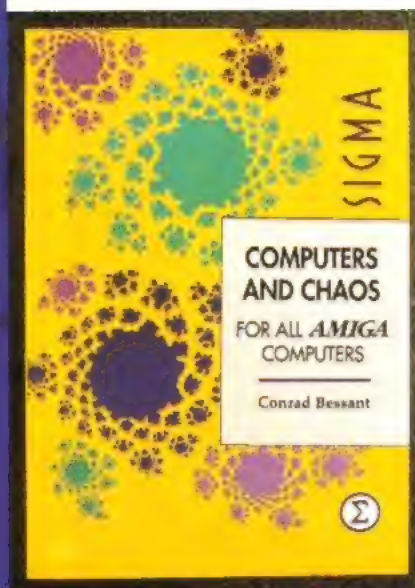
VERDICT

" This latest version gives the fastest 3D rendering around, is ridiculously easy to use and the Free Form Deformation feature is excellent. It has its faults, but if you need speed, this is the one. "

85%



3 The final image shows how the background blends into the rendered foreground allowing the sky and mountains to show through the glass vase in a realistic way. Because 256 greyscales are used, the blend can be very subtle indeed and the whole effect works particularly well when the background is live video rather than a static picture.



Computers and chaos combined? It all sounds rather too much like the Amiga Format office to be fun.

Book SHELF

Three new additions to the enormous library of Amiga books, brought to you by Tim Smith.

CONRAD BESSANT, SO

the blurb on the back of this book states, 'is a regular contributor to *Amiga Shopper*'. This gives him a great deal of credibility until you realise that what this blurb actually means is 'Conrad Bessant once wrote a series of articles about chaos for *Amiga Shopper* and that was six months ago'. Mmm.

And worse follows. The first paragraph of the opening chapter hits you in the face with a bunch of half-baked theology, dodgy grammar, and laughable reasoning. The best advice here is to

forget Conrad's reasoning and leap straight into the heaps of type-in listing that make the rest of the book useful, if a lot like a GCSE course book. There are lots and lots of Basic listings to be typed in, including simple fractal generators, Mandelbrot sets, Julia Sets and many others.

Once you've typed them all in, you can pick up a paperback version of James Gleik's seminal book *Chaos* if you want a whole-baked version of this complex theory. All in all, a useful tome for people who love type-ins.

COMPUTERS AND CHAOS

DESCRIPTION

Chaos type-ins and explanations

AUTHOR

Conrad Bessant

PUBLISHER

Sigma

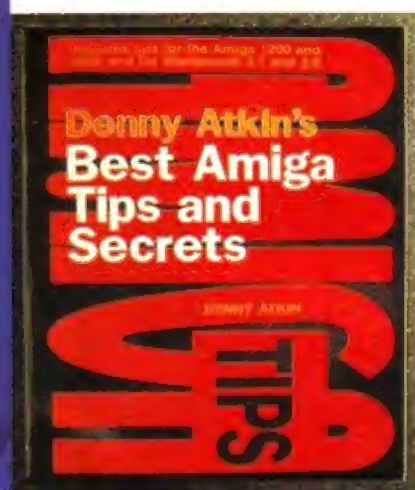
PRICE

£12.95

VERDICT

"Ignore the babble about chaos theory and type in the reasonably fun programs."

50%



It's big, it's bold and it's beautiful. Denny Atkin knows Amigas well and loves to share his knowledge with you.

THIS LAD IS into Amigas in the way Casanova was into 'liaisons' - he loves them with a passion. Denny bubbles with enthusiasm and also offers lots of useful advice.

For example, did you know that you could cut and paste text from the Shell? Were you aware that you can switch the graphics handling away from the Blitter and into the CPU (which should be quite a bit faster if you're using an '040-based machine) with a neat little piece of Shareware?

Every page of this book is written in an easy style, conveying snappy little gobbits of information, although I would have liked to have seen the publishers' editor (assuming they have one) nipping through this UK version of the book and doing a rough pound-to-dollar exchange, although that's a

small gripe. Without doubt, there is tonnes of information bursting to get out of this book - everything from comms and Workbench to graphics and Shell. The only thing you won't find a great deal about is games, although there are occasional joystick references.

This is a useful book but it happily sidesteps dull worthiness by using sub-titles such as *I Think I'm A Clone Now* (describing the Clone Option in Shell) or *Copy All the Files Here - Not! Again*, thankfully Denny only lets his own sense of humour intrude occasionally as a lightener rather than an 'aren't I great dude!' irritation.

An excellent dip-in-and-read reference, it's just a shame that the publishers didn't do an English 'translation'. That Denny Atkins? Diamond geezer.

DENNY ATKIN'S BEST AMIGA TIPS AND SECRETS

DESCRIPTION

Well-presented hints and tips

AUTHOR

Denny Atkin

PUBLISHER

Compute Books

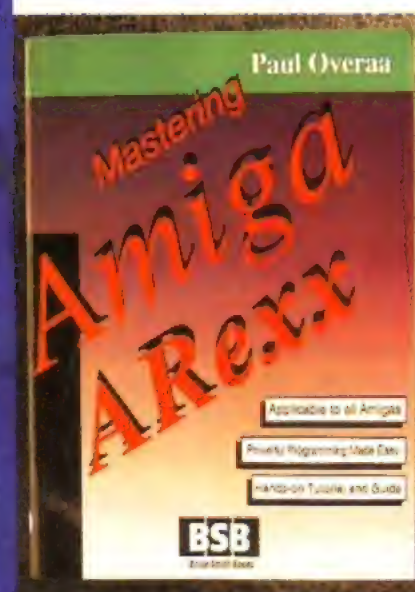
PRICE

£18.45

VERDICT

"Well worth getting hold of. An excellent insider's guide to the Amiga."

92%



Get inside the bowels of your machine and, well, move things around with the wonderful ARexx.

"PAUL OVERAA whose technical expertise is frequently used by a great many computer magazines including *Amiga Format*," it says here. Not again! The last time we used Paul Overaa was in Issue 13! Three years ago! Doah! It's the blurb writers from hell!

Fortunately for all of us, though, Mr O doesn't bother with any half-baked philosophising in this too-expensive reference to the Amiga's hidden programming gem, ARexx. He just leaps into the fray with some reasonably presented listings and advice.

ARexx, as we all know, is the Amiga version of the REXX programming language that Commodore has seen fit to adopt as part of Workbench.

ARexx is a specialised area that Paul seems to understand on a solid level. His style is dry and

effective, if a little on the tediously studious side. This is not a book for the occasional ARexx user. However, it is about time that someone put together a guide to ARexx. This guide goes into installing ARexx, a look at the main features and a comparison with other languages such as Basic. As well as this it serves as an adequate introduction to some of the more advanced programming techniques that ARexx makes available to you, together of course with a few obligatory type-ins!

You certainly won't read this in bed - and of course, it obviously wasn't written with that in mind. But one thing's for sure, if you do read it from cover to cover, you'll be able to get a larger chunk of value from your Amiga than you had before, and that's nothing to sniff at. Worthy and useful.

MASTERING AMIGA AREXX

DESCRIPTION

Practical guide to ARexx

AUTHOR

Paul Overaa

PUBLISHER

Bruce Smith Books

PRICE

£21.95

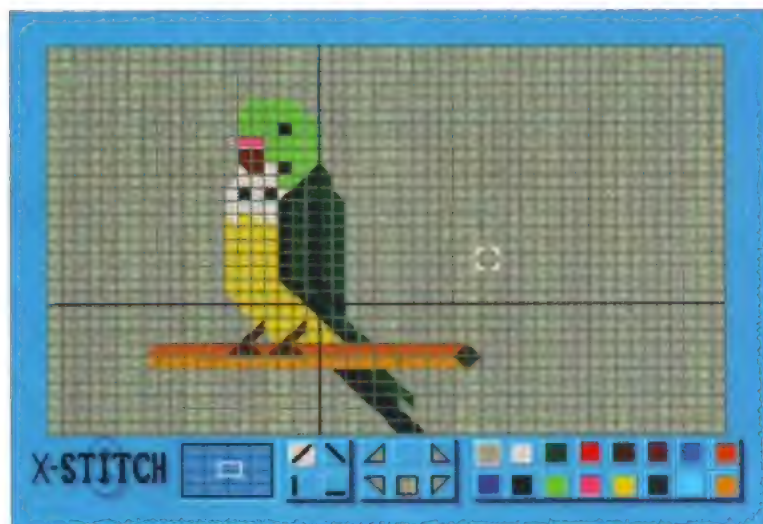
VERDICT

"It's good, but at £21.95 for a black-and-white book with no pictures it ain't cheap."

70%

X-Stitch DESIGNER V3

A surprisingly popular hobby, cross-stitch is a natural for Amiga adaptation, as Steven Jenkins explains...



Straightforward and easy-to-use, X-Stitch Designer opens up a new and exciting world of possibilities for the needlecraft-mad Amiga owner. Is there one in your family?

YOU MAY OR may not have noticed, but in recent years people all over the country have been filling their leisure hours with an obsessive craft called cross stitch. You may have received a card, sampler or motto stitched by a friend or relation.

For those of you that don't know, cross-stitch works on the principle of building up a picture from lots of little squares, and as such is ideal for translation to a computer system. If an "x" shaped stitch is worked in the right colour to represent each of these squares that make the image you can reproduce a design in silks or cotton on linen or other fabric.

These fabrics are not printed with the design ready to be filled in, as is generally the case with embroidery, but instead a chart is provided leaving the stitcher to decide what sizes and colours to work with.

Il-Soft have made a "complete cross stitch charting software" package for the Amiga, and it could mean that grannies and mothers all over the country will soon be wrestling their offspring off the Amiga so that they can run this program.

You have a worksheet with a max size of 200 x 120 squares (this would produce a stitched piece of about thirteen inches by seven inches). You can only work on an area of 50 x 30 stitches at a time but the whole image can be reviewed. There is a palette of 16 colours which can be edited and named or numbered to correspond to a thread colour. You then select a stitch style - whole or

half stitches or backstitch - after which you can start to translate a rough idea into a finished workable design or, if you are feeling brave, straight on to the screen.

Depending on how complex the design is there are short cuts and handy functions you can use to easily speed up copying, filling, mirroring and enlarging.

The final stage is the printing, a symbol is chosen to represent each of your colours and the chart is printed out in blocks of 50 x 60.

For anyone in the crazed stage of cross-stitch mania who has an Amiga you can't go wrong for the price. ☺

X-STITCH DESIGNER V3

DESCRIPTION

Cross stitch pattern generator

MANUFACTURER

Il-Soft

DISTRIBUTOR

Il-soft, 0993 779274

PRICE

£34.99

VERDICT

"An effective and useful program full of shortcuts and handy functions."

80%

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AFTER MONTHS OF whingeing about his crossflow transmutation V73Bis modulation being out of sync, we decided to buy Baguley a new modem. He insisted he needed a really fab one, and after much negotiation we decided we'd let him go out shopping with a budget of around £450 to get himself one.

Being the fastidious sort of a bloke he is (he used to own a PC, you know) Richard had a stringent set of parameters which defined his ideal modem.

First there was speed. He likes his modems fast, does our Dicky. And we like him to have fast modems too, because it cuts down on our (already excessively huge) telephone bill.



Secondly there was reliability. There's nothing more frustrating than crashing in the middle of downloading pictures of a topless Claudia Schiffer from a bulletin board in Italy - only joking there, kiddies!

And finally there was BABT approval. Despite his network-wandering ways, Bilbo is very law-abiding. No hacking global megacorps for him, no downloading cracked software from pirate boards, nor does he hold tedious conversations with networked American divorcees pretending they are Brenda from 90210.

After much deliberation Richard made his decision, and he chose (roll of the drums)... the US Robotics Sportster.

It may be lovingly referred to in the office as 'the Stylophone', but the Sportster is a pretty spiff piece of kit. If you don't believe me, read the review on Page 145. Phoenix Computer World have given us three of the little (but powerful, fast and BABT approved) things to give away.



The Sportster modem may share a certain passing physical resemblance to a Stylophone, but it works a treat.

On-line games and other fun frolics and useful utilities are just a phone call away if you have your own modem.

HOW TO ENTER

Simply answer the questions below, write the answers on a postcard, or the back of a sealed envelope, and send them to us at:

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Obey these rules!

People who work for Future Publishing, US Robotics and Phoenix Computer World may not enter. And if you do we won't let you win.

All entries must arrive by Bonfire Night 1993.

Only entry per person. And if all your family are going to enter, at least get them to do it in their own handwriting.

No correspondence will be entered into, unless you actually are Brenda out of 90210.

- 1 What is the name of the mythical bird which allegedly rose from the ashes of fires?
- 2 What two engine sizes does the Harley Davidson Sportster come in?
- 3 Which famous bearded Australian singer, entertainer, artist (and all round genius) used to endorse the Stylophone?

AMIGA



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WORKS WITH ALL AMIGAS

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- Auto RGB pass through function
- Three special effects modes:
Amiga Mode: Amiga Graphics only
Fade: Dissolve from Amiga to video in and vice versa
Overlay/Keyhole mode: Amiga graphics displayed as an overlay

- Composite input/output
- LED status indicator
- Keyhole effect
- Hardware controls
- Compatible with RockKey for special video effects (see below)
- Bio-degradable packaging

ROCGEN PLUS
£139

INC VAT Ref: VID 2000

SEE 'VIDEO SPECIAL EFFECTS' PANEL BELOW FOR SPECIAL OFFER

PICTURE IN PICTURE TV ADAPTOR



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WORKS WITH ALL AMIGAS

Roctec PIP View allows you to watch one picture within another on your TV screen. This means you can have a game or application running on your Amiga and be watching a video or TV programme at the same time in a different area of the screen. Plus, it gives you a remote control facility for your TV

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FREE DELIVERY

PIP VIEW RRP £99.95

£89

INC VAT Ref: MOA 9010

ROCGEN GENLOCK



SAVE £10 OFF RRP

WORKS WITH ALL AMIGAS

The RocGen genlock allows you to enhance your video presentations by overlaying Amiga titles, graphics and animations onto your video source, eg. from a VCR or video camera. RocGen features three special effect modes: Amiga, overlay and fade. The special fade and dissolve knob, enables you to smoothly control the application of fade and overlay effects. RocGen is compatible with all Amigas and connects easily to the RGB port of your Amiga.

- Composite input/output
- Three special effects modes:
Amiga Mode: Amiga Graphics only
Fade: Dissolve from Amiga to video in & vice versa
Overlay: Amiga graphics displayed as an overlay
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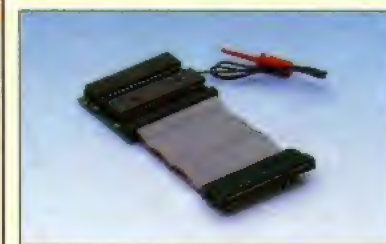
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US Robotics SPORTSTER MODEM

High speed and low price are the twin assets of this latest phone communications box. Richard Baguley gets in touch.

MODEMS ARE GETTING

cheaper and faster by the month. A good case in point is this new model from US Robotics, which offers full V32Bis speed and Group III fax capability for only £249.99. It's also fully BABT approved.

All of this is contained in a small cream box about seven inches wide, three inches deep and one-and-a-half inches high. The front of the box has a number of lights, which inform you of the state of the modem and it looks rather like a stylophone, although there's no sign of Rolf Harris's signature and no stylus.

At the rear of the case are four sockets for connecting the power, serial lead, telephone line and telephone. There is also a set of DIP switches which control the way the modem starts up.

You're told how to set the switches up in the manual, which is designed for use with different types of computers but is saved from being confusing by the fact that all the AT commands that you need to control the modem are detailed and plenty of examples are supplied.

The most important aspect of a modem such as this is how well it talks to others. Some modems have difficulty with certain others, but the Sportster has no such problems. I've used it to connect with bulletin boards as far apart as Hull and Arizona and it's not failed once. Even over dodgy transatlantic phone lines, it performs flawlessly.

It uses the V32bis protocol, which sends data at 14,400 bits per second. Add to this V42bis data compression and you are looking at a very fast modem. However, if you're talking to a modem that doesn't

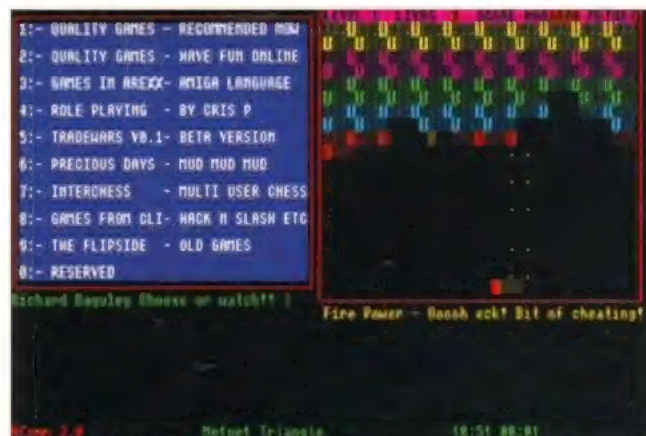


ABOVE: The modem comes complete with a serial cable and a PD comms package.

RIGHT: The Sportster has built-in help on all of the commands which can be used with it.

```
HELP, Ampersand Commands (CTRL-S to SI)
&An n=0 Disable /ARQ Result Codes
      n=1 Enable /ARQ Result Codes
      n=2 Enable /Modulation Codes
      n=3 Enable /Extra Result Codes
&Bn n=0 Floating DTE Speed
      n=1 Fixed DTE Speed
      n=2 DTE Speed Fixed When ARQ
&Cn n=0 CD Always On
      n=1 Modem Controls CD
&Dn n=0 Ignore DTR
      n=1 On-Line Command Mode
      n=2 DTE Controls DTR
&F Load Factory Configuration
&Hn n=0 Disable TX Flow Control
      n=1 CTS
      n=2 Xon/Xoff
```

BELOW: Using a fast modem such as the Sportster makes it much faster to access bulletin boards such as Metnet (pictured), which use a lot of ANSI graphics, and can save a lot of money when downloading big files.



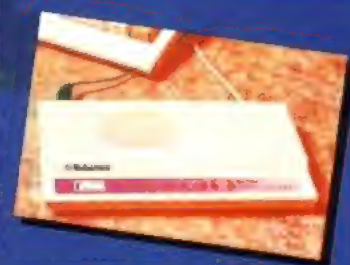
support V32bis it can also use a variety of slower protocols, including all of the ones that you're likely to come across, with the exception of HST, which is only found on more expensive modems.

Also supplied with the modem is the PD disk *Opticom* (which includes the comms program *Ncomm*) and a serial lead to connect to the Amiga. This gives you all you need to get started in comms.

The Sportster can also handle faxes, but you will need some extra software to do this, such as the PD program *AFax* or the generic version of the commercial package *GPfax*. I wasn't able to test *GPfax*, but the demo version of *AFax* worked fine after a bit of tweaking of config files. The modem supports the common Group III fax standard, and can send and receive faxes at up to 9600 bits per second.

The obvious competitor to this new modem is the Supra V32Bis Fax modem, which is widely available for around £250. At this price, the Sportster is the clear winner, with full BABT approval and none of the connection problems that have bedevilled the Supra since its release.

SPORTSTER MODEM



DESCRIPTION

V32bis modem with Group III fax

MANUFACTURER

US Robotics (0753 811180)

DISTRIBUTOR

Phoenix C World (0532 350091)

PRICE

£269.99

RELEASE

Already available

SPEED

V32bis is extremely fast, so you can download large files quickly.

MANUAL

Fairly good, with plenty of explanation of the control commands.

ACCESSIBILITY

Bundled lead and software get you on-line immediately.

FEATURES

With box fax and data capabilities, it's very well-featured.

VALUE

Slightly more expensive than its Supra rival, but it is BT approved.

VERDICT

"An excellent modem, fast and at a reasonable price. Slightly more expensive than its nearest competitor, but this is the one to choose because it does what it promises."

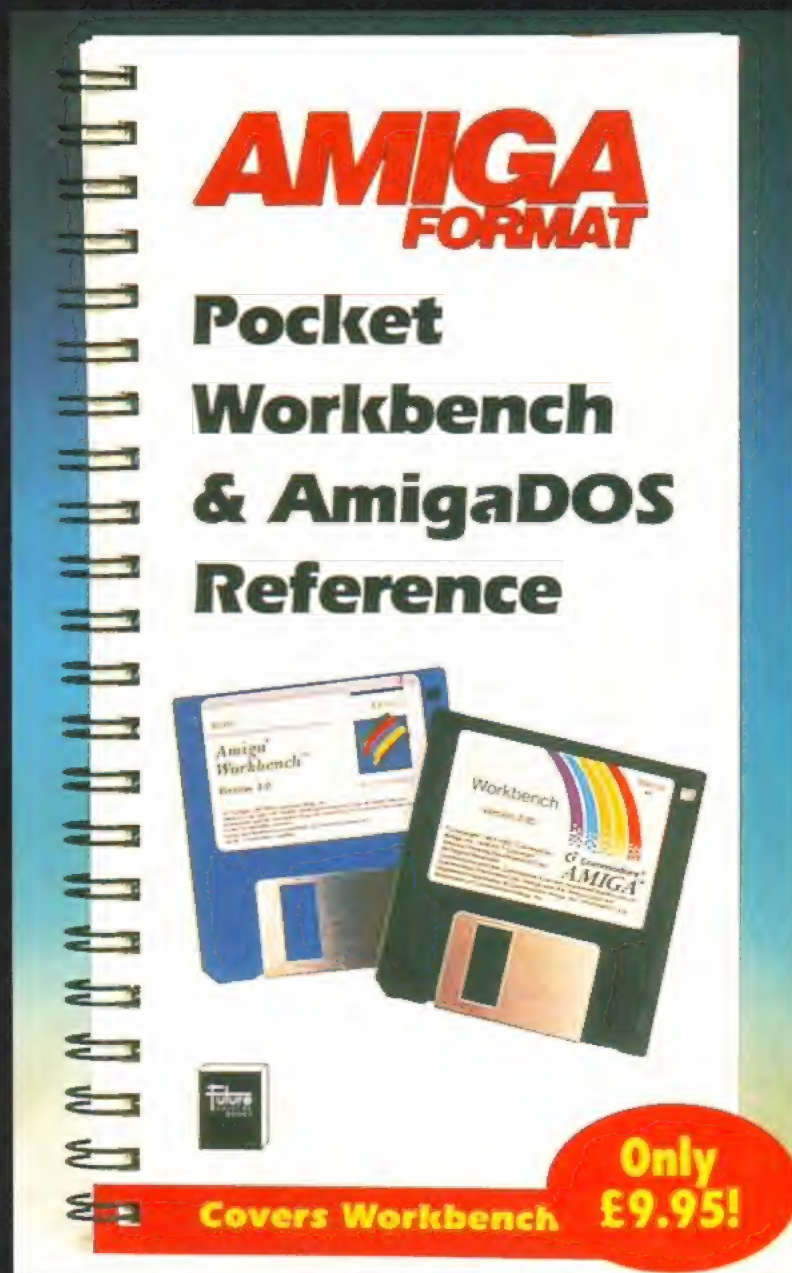
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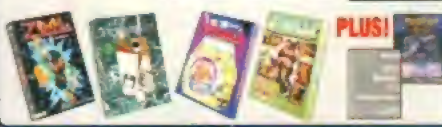


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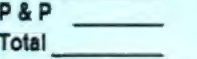
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You already know that there are some excellent free and Shareware programs in the Public Domain. But do the latest releases from the world of PD measure up? We gave Richard Baguley a tape measure and a notebook and sent him merrily on his way to find out...

PD Update



Rob the delectable dolphin? Looks rather more like Derek the demonic dolphin to me...

LUNCHTIME ISSUE IV

ROBERTA SMITH PD

MAG

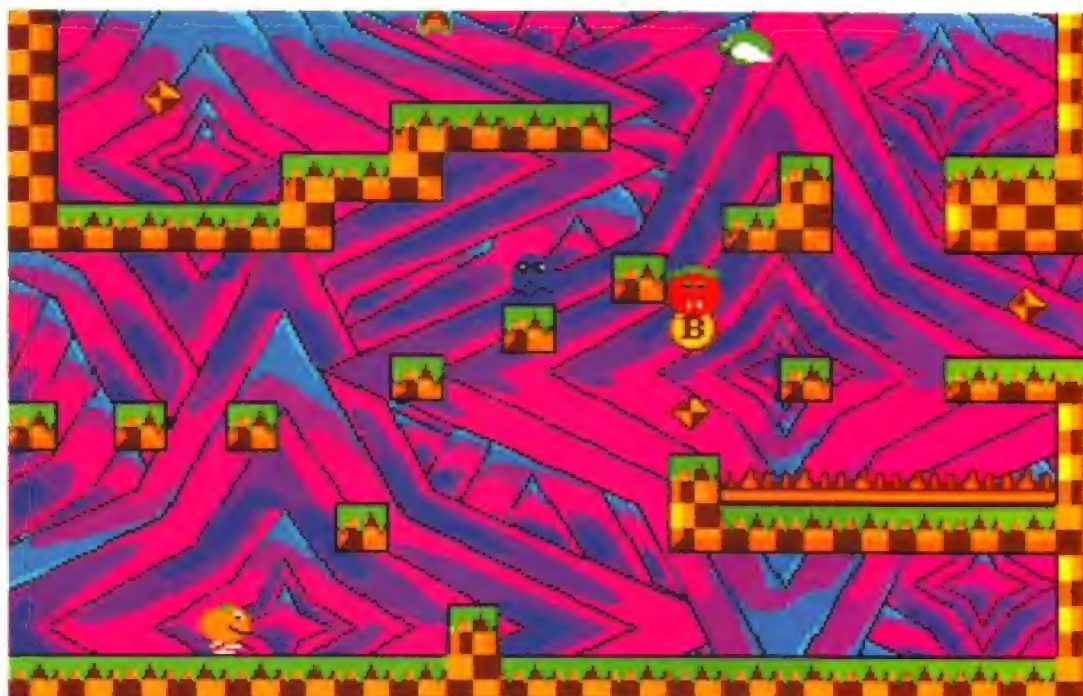
Most disk mags contain something to do with computers. Not so *Lunchtime*. According to the authors, it was the result of seven ugly people being nailed to desks for ten months without any food, water or other facilities. Yes. Right. Well, the result is decidedly odd. Articles range from the truth about cross channel ferries, to speculations on the possibility of extinct animals roaming the seas, and a poem about a celebrity dolphin.

Several bits are rather, erm, adult in tone (and one or two are somewhat blasphemous), but if you're interested in the weirder side of the Amiga community, *Lunchtime* is certainly worth a look. Furthermore, unlike most disk mags, it's freeware, so you can pass it on to as many people as you like.

FRUIT SALAD WACK PD

GAME

One day, the people of Blobville were engaged in their favourite pastime of jumping up and down in a rather aimless way, when nasty Triax suddenly



LUP 3 SCORE 800 HI SCORE 25000

Being harassed by bobbies who have been transformed into fruit must count as one of life's major downers.

appeared and turned the hapless bobbies into vegetables in order to guard his gems. However, he missed one bobby by the unlikely name of Brewster, who then set out to collect all of Triax's gems and save his friends from being stir-fried. Pausing only to put on his shades, he embarked on a multi-screen platform quest.

All right, so I nicked that last bit from the introduction to *Fruit Salad*. Anyway, this is a pretty

good platform game, even if the sprites are a bit small. There are several nice touches, including the way Brewster coughs and taps his foot if you don't move fast enough, and some good samples accompany his prodigious leaps.

It's difficult, but with patience, you should be able to get on reasonably quickly. It's released as shareware, for a very reasonable £5.

Continued overleaf

STARBASE 13 MAGNETIC FIELDS GA023

GAME

A graphic adventure based around - surprise! - a starbase. Something nasty has happened and three nasty Stingons have been detected somewhere in the station. You, the heroic shade-wearing captain Yeno, have been sent to work out what's going on.

It's a point-and-click style of game, similar to *Monkey Island* or *Lure of the Temptress*, although it's nowhere near as polished. However, it has good graphics and some neat sound effects. A menu bar gives you access to seven commands, and you can apply these to objects on the screen. For instance, if there was an Editor wandering around, you could click on shoot and then click on the Editor to give him what he deserves.

It's not a huge adventure, but it's certainly big enough to keep you occupied for a few hours.



The intro sequence to *Starbase 13* sets the scene. You are the cool-looking dude on the right in the shades.

The graphics are pretty good, and the control system works pretty well, although it's not very intelligent. For instance, if you want to examine an object that's behind something, you have to

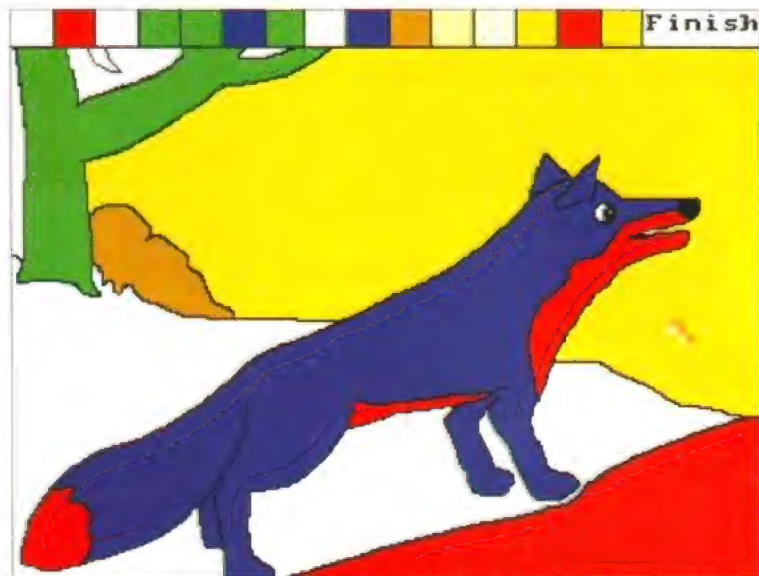


Ahah! An Amiga release rumour started! This one has a 68090, 33Mb chip ram, Digital Washing-up Processor.

manoeuvre your character round it before examining. But, these are only minor complaints, and Edward Clay has done an excellent job of designing and coding the game using *AMOS Professional*.



SampleMaker in action. This program can be used to create your own drum sounds without ever going anywhere near a sampler.



What's wrong with a red and blue fox? I think it looks rather cute. Storyland includes a painting section, in which the wicked witch has stolen all the colours.

NO SAMPLER? UTIL MED USERS GROUP

A disk for Amiga musicians who don't have a sampler may sound like a strange idea, but you don't actually *have* to have a sampler and if you have this disk, you don't even have to have the sample itself. So long as you have a PD disk which has a tune using the sample you want, you can get this disk and run one of the sample rippers on it.

The ripper will search through memory and inform you if it finds any samples or song modules. You can then save them out to disk and load them into *MED* or *Soundtracker* to include in your own tunes. This disk includes four different sample rippers, so one of them should be able to find the samples if they're still in memory. Also included is *Samplemaker*, a program which enables you to create samples from simple waveforms.

It's pretty buggy, (as in trying to access DH1: when I don't have a second disk in the machine) but the demo songs contain some strong drum sounds, and with a judicious bit of fiddling it can produce some really pleasant noises.

STORYLAND 2 EDUC MAGNETIC FIELDS ED021

Storyland is not a happy place. A wicked witch has taken over and has been doing nasty things like spraying graffiti everywhere and stealing all the colours. So, it's down to you as the champion of justice and freedom to beat the witch armed only with a teddy and a packet of felt tip pens.

As you may have guessed, this title is aimed at the younger end of the market. It's a simple point-and-click-type adventure, with several colouring-

book sub-sections included. It's not particularly difficult, but it may serve to keep your offspring occupied for a few hours. It's designed and written by members of an animal rights group who don't hide their beliefs, so only for right-on families.

DEGRADERS UTIL VIRUS FREE PD 3356

If you own a shiny new A1200 or A4000, you will no doubt be aware that many games won't run on this new machine, particularly older games. In order to run these games, you'll need to use one of the several programs that gets your machine to pretend it's an older one. Virus Free PD have put together a disk full of programs for this, including *Degrader*, *KillAGA2* and *Fakemem*.

The most useful is *Degrader*, which you can use to alter numerous parameters on the machine, including whether it's a PAL or NTSC machine, how much chip RAM it has and what floppy drives are attached. You can even exclude specific areas of memory which cause your programs to crash.

Also included on this disk are *Kick 1.3* (which reboots your machine using a copy of the Kickstart 1.3 ROM held on the disk), *KillAGA* (which disables the AGA chipset without rebooting the machine) and *Fakemem*, which you can use to cut your machine down to 512K of chip memory.

WORLD WAR II HYPERBOOK ED MAGNETIC FIELDS ED006

Facts and figures about the Second World War abound, and Asgard Software have taken a large wedge of information and tried to make it fun and presentable by putting it in Hyperbook form.

You are presented with a menu about various aspects of the war. Choosing a subject moves you on to a screen with other topics, and you click on one to see the next screen.

What makes presentations of this kind good is ease of use and the quality of the images. This is easy to use, but the images have been badly scanned and cropped. The designers have put in a lot of effort, but the result is disappointing.



The World War II Hyperbook contains lots of useful information, but much of it is badly presented.

THIS MONTH'S TOP 10 GAMES & UTILITIES

Every month we peruse the bestseller lists of a prominent PD company to see what games and utilities are selling well. This month, it's the turn of...

CHOICE SOFTWARE

1	Dragon Cave	GA186	6	Apple Catcher	GA083
2	DCopy 3.1	UT120	7	Fakemem	UT122
3	Wibble World Giddy	A165	8	Fighting Warriors	GA082
4	The Great Escape of Billy Burglar	GA038	9	Workbench 3 Utilities	UT319
5	Kick 1.3	UT112	10	Electric Clown	WP disk WP002

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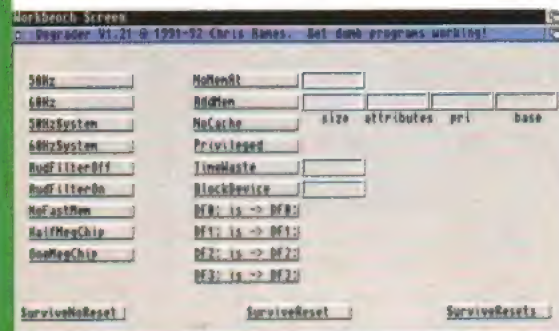
WACK PD: 48 Emerson Ave, Middlesborough, Cleveland TS5 7QH Telephone 0642 822545

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Sex Pistols, smoking, sick, surrealism, Star Trek, soap operas, and... erm... circuses. Yes, you get them all in the PD Demo Zone, and you even get a free replica of Andy Nuttall to tell you about them.

PD Demo Zone

AKIRA SLIDESHOW 2 ANIM 17-BIT, DISK 2695

After Marvel comics, Manga's Japanese style of animation is probably the most popular subject for an Amiga PD slideshow, with three or four good shows appearing in the first half of this year. Robert Iveson's work is pretty patchy, but there are some really good images which are worth seeing.

Each of the images is either hand-drawn in hi-res mode, or scanned in monochrome and recoloured. Where Robert falters occasionally is in the definition of his drawings: sometimes the images are blurred when they should be sharp, sometimes he uses a stippling effect when the colours should be uniform, as they are in the film itself. Roll on *Akira Slideshow 3*, though.



One of the fight sequences from the film, apparently. I don't remember it myself, I must admit.



Ahh, this is more like it. Kaneda (from the film, actually) in a typical action-packed pose.

CIRCUS ANIM ANIM 17-BIT, DISK 2684



The band played on though the fireman was on fire, the human cannonball in orbit, and the fakir in pain...

Carl Inc is set to achieve cult status with his set of bizarre animations. First there was the fairly daft *Christmas Demo* (reviewed AF42), then the *Boat Anim* (Reviewed AF44), and now this.

Like the previous two shows, *Circus* is a looped anim in the style of the now-ancient *Ariston* adverts (where the action loops on, and on, and on). An Indian Fakir on a bed of nails blows fire onto a moving cannon, firing a human cannonball through the roof of the marquee; a dog jumps through a pair of hoops; the top half of a woman's dress falls down, causing her to blush. Loads of things go on in the same screen, and it takes a few minutes to spot them all. Good fun.

242 TELESCAN

The first message to be displayed in this demo contained the words "Fairlight cracked," at which



Although the music is disappointing (if, like me, you're a Front 242 fan), the digitised graphics are superb.

point I was about to stick the disk in the bin. The 242 demo started quickly, though, and it's... interesting. Technically very clever, boasting 29Mb (really?) of graphics packed on to a single disk, it's a near full-motion video of somebody walking around a shopping centre.

Fans of the Belgian band Front 242 should have recognised the title, but the demo has very little to do with them - in fact, the music isn't even in their industrial style. The only reference to Front 242 is at the end of the demo, when the guy in the picture wanders into a record shop and pulls out a Front 242 CD. The acid/rave style soundtrack is good, but not quite the heavy dance music I expected.

ALTERNATE REALITY ANIM 17-BIT, DISK 2686

Fans of the bizarre will enjoy this. In a similar vein to the *Circus Anim*, *Alternate Reality* is a landscape image with lots of surreal animations going on based around the landscape. For example, a cloud



We've all had that morning after feeling - snow on your cap, ice in your crevasses, tongue like a ski-run...

in the sky is sucked into the top of the mountain, then spat out again forming a snow cap. A tongue then pops out of the sky, creating an image of a face, and a skier zooms down the tongue and off into the distance.

The music is just like the stuff they play at the cinema when they ask you not to smoke and to go and buy popcorn. The graphics could be a lot better, but the surrealist ideas are interesting.

ROMANTIC CYNOSTIC PD

DEMO

The new Melon Deign demo is very weird. It seems they've taken seriously people's comments about PD demos becoming very similar, and gone to the other extreme. The demo is introduced by a kind of photo-love story involving hi-res digitised pics of the *Beverly Hills 90210* cast, all talking about the new Romantic demo which they've just downloaded, while a twangy electric guitar plays a rendition of the 90210 theme tune. Odd.

Continued overleaf

THE CHRONICLE SLIDESHOW

MAGNETIC FIELDS, DISK SS045

A set of low-res ray-traced images squeezed on a single disk by coders Trance. The pics have only 64 colours, so they run on all Amigas, but even so some of the results are very nice – especially the images shown here. Subjects include the inside of a prison cell, a turbine engine, and a tree – a diverse selection. A heavy backbeat pounds away in the background as the ten images are decrunched and displayed one by one.

With the new A1200 stealing the limelight from its older brothers, it's good to see quality ray-traced images in 64 colours. Even so, let's see the same slideshow rendered in HAM8 mode – that would be something else!

SLIDE



Using just 64 colours, the turbine (an enormously complex model) looks good even on an A600.



These ray-traced eggs prove similarly that it's possible to create good-looking ray traces with fewer colours.



The crowd of *Beverly Hills 90210* get their teeth out to greet you in this demo. Is this good or bad? You decide. The main Melon demo image is the weird doll, inset.

The demo itself is a picture and a long scrolly message. Oh, yes, and a sample of the Sex Pistols' *Anarchy in the UK* which sounds throaty and really grunged up (probably a Melon coder in his garage). Excellent, but there's a fair amount of strong language in the text – sexually explicit, and pretty unnecessary. Still, now I've warned you.

STAR TREK – THE NEXT GENERATION SLIDES VOLUME 1

MAGNETIC FIELDS, DISK SS042

These *Next Generation* demos are proving quite popular lately (at least with the authors, if not with the reviewers.) After the debacle of the slideshow *Deep Space Nine* last month, I thought that might be the last we'd see of poorly-digitised images of the *Star Trek* cast. Not the case.

The images on this demo are better than those on the *Deep Space Nine* disk. But as long as colour composite digitisers are used, the results are going to be poor. Still Trekkies will love them.

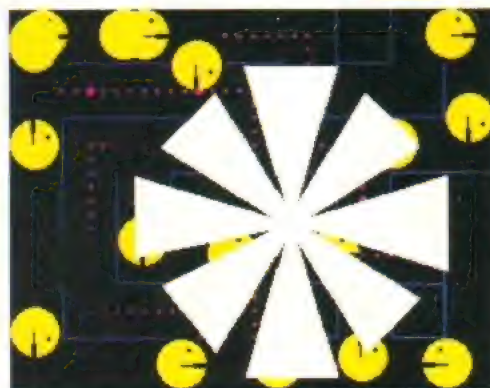
SLIDE



Gynon (Whoopi Goldberg), Jean-Luc (Patrick Stewart) and a Borg (um, Bob Holness) in all their blurry glory.

VOMIT TELESKAN

DEMO



Innocent Pacmen are being mercilessly thrown into demos like this – sometimes up to 20 to a maze.

Presumably this epilepsy-inducing little music and graphics number is named after the feeling you get when you've sat all the way through the demo. *Vomit* is a brazen and outrageous mish-mash of colours and shapes flashed in time with a techno soundtrack. Not just any old colours either – this specialises in the throw-worthy and so disgusting purple and magenta are the overriding hues.

Other than that, the demo is almost exactly the same as *State of the Art*, but without the clever morphing and animation techniques which that rival demo puts to good use.

This is a new concept in trackmos, though – not just fit-inducing but also vomit-inducing. How sick can these people get? Seriously, not a bad demo – but next time, not so heavy on the diced carrots please, coders!

3 WAYS TO STOP SMOKING

ANIM

TELESCAN

This, er, delightful little animation tries to offer nicotine-addicted Amiga fans the best three ways to give up the evil weed... or at least the best which spring from the fevered depths of the animator's imagination.

His ideas are very good, in that the poor guy demonstrating the methods involved will probably never smoke again. Jumping from the roof of a tall office block, driving your car off the top a cliff and chopping your arm off with a meat cleaver are the three somewhat radical ideas which are given the full cartoon animation treatment.

The ideas aren't new, every single one having been done before by cartoon animators, and they're not even very well animated. But, they are sick and twisted, so fans of sick and twisted stuff will smirk. Like me.



Our... erm... hero takes a last couple of drags before giving up – giving up his left hand, that is!

THIS MONTH'S TOP 10 GAMES & UTILITIES

Every month, we peruse the best seller lists of a prominent PD company. This month, it's the turn of...

CYNOSTIC PD (YET AGAIN!)

1	Pygmy Projects "Extension"	D0182	6	Arise "Pure Style"	D0155
2	Sagazity "Insane"	D0172	7	Genocide "Aural Illusions"	S0156
3	Abyss "Music for the Lost"	S0153AB	8	KK "Drink Tea" [Needs FastMem]	D0175
4	IBB "Manga S/S" [Needs FastMem]	P0056AB	9	NFA "Bodyshop #2" [AGA Only]	P0055AB
5	Energy "Rhythm Device"	S0157	10	LSD "Simply the Best #54"	D0188

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 - 011. World Music 21
 - 013. Total Remix Demo
 - 014/15. Freedom (2)
 - 020/21. Red Sector (2)
 - 024/25. New Top Real 3 (2)
 - 026. Total Remix 2 Demo
 - 027. TV Theme
 - 030. Epic Demo
 - 034. 2D Collection
 - 036. Virtual Warfare
 - 037. Vector Smiling Demo
 - 038. TFF Demo Voyage
 - 040. Baby Demo
 - 048. Video Effects 3D
 - 064. Gulf Vector Demo 2
 - 066. Phenomena Demo
 - 070. Amos 3D Demo
 - 074. A Trip to Mars
 - 076. A2000 Genlock Demo
 - 081/82. Subtrain 1 (2)
 - 083. Subtrain 2
 - 086. Cribana Netherwhere
 - 087. Piranha Demo
 - 0101. Alcatraz M/Demo 3
 - 0102. A Chaplin Demo
 - 0103. Total Destruction
 - 0105. Mr B Demo Comp 4
 - 0106. Walter S T Demos
 - 0111. Delton 1
 - 0117. Aurora M/Demo
 - 0118. Cut M/Demo 2
 - 0125. Precise Demo
 - 0133. Fascination
 - 0136. Goshawk Megastorm
 - 0137/138. Six Wits (2)
 - 0139. Devils "No Reality"
 - 0144. The Scenery "No"
 - 0145. Crystal Symphonies
 - 0146. Ray Of Hope 2
 - 0149. No Brain No Plan
 - 0158/159. Cyborg Demo (2)
 - 0165. Coval Comp
 - 0167. MC Disk 1 Come
 - 0169. End Of Century 1999
 - 0206. Dreamers 3
 - 0208. Amos M/Demo
 - 0216/217. Bass & Matis (2)
 - 0218. Disorder Demo
 - 0219. Tuff Stuff
 - 0225. Cool Fridge Demo
 - 0226. Hardrock M/Demo
 - 0233. Hypnotic Hammer
 - 0235. Six Of One Demo
 - 0238. Planetoid
 - 0239. Lemmings Revenge
 - 0240. Total Resque
 - 0243. Burdram 3
 - 0244. Phenomena 3
 - 0245. Total Retire
 - 0247. Pulling the Trigger
 - 0253. CES Demo
 - 0256. Total Resque
 - 0257. Total Rats
 - 0262. Spasmolytic
 - 0264. D-Mob M/Demo
 - 0267. Sun Connection 2
 - 0270. Refining the Wall
 - 0271. Times Hydra
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 - 0274. Delphi Demo
 - 0276. Cave La Welt
 - 0279. Inque Demo
 - 0280/281. Delphi (2)
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 - 0296. Savants & Anarchy
 - 0299. Subway Demo
 - 0300. Tard (Demo)
 - 0303. Design Demo
 - 0307. L.S.D. Demo
 - 0312. Devils Colours
 - 0314. Trains
 - 0316. The Groove Jamjam
 - 0322/323. Star Wars (2)
 - 0325/326. Real Jurgany (2)
 - 0328/329. Red Sweet (2)
 - 0330. Chameleon M/Demo
 - 0332. Melfred Experience
 - 0333-337. Coyote (5)
 - 0338. Beastie Boys Demo
 - 0340. Watchmen Demo
 - 0341. Anarchy Smoker Co
 - 0342. EG 200 The Rainier
 - 0343/344. Hisswell (2)
 - 0346. Whiffie M/Demo
 - 0347. Miniswag M/Demo
 - 0348/349. Skizoo Curve (2)
 - 0350-352. Tracile Team (3)
 - 0358. Mr Man Stories
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 - 0360. Scale of the Art
 - 0361. Mayday Resistance
 - 0362/363. Jesus on E's (2)
 - 0364. Fast Talk
 - 0365. Optimum Pressure
 - 0366. Mind Riot
 - 0367. In the Can Demo
 - 0368. Dynamic Illusions
 - 0369. Place of Mind
 - 0370. 30 Demo 2
 - 0371. Lethal Exit

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 - 036. Soundtrack Special
 - 039. Paint, Music, Media
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 - 040. Spectral Emulator
 - 041. Red Devils Utility 4
 - 042. Future Corporate
 - 044. Kufing Mailbox
 - 045. PE Guard Utility 1/8
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 - 049. Ultimate Icon Disk
 - 050. Power Comp Utility
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 - 28. Fencer
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 - 31. 7-Tiles
 - 32. Mega Comp 1
 - 33-34. Star Trek 1 (2)
 - 35-37. Star Trek 2 (3)
 - 38-39. Medichase 1
 - 40. Joustyke
 - 42. Car
 - 43. Games Comp 2
 - 44. S.E.U.C.K. Games
 - 45. Sacc Games Comp
 - 46. Games Comp 3
 - 48. Rays Games Disk
 - 49. Games Comp 4
 - 50. Games Comp 5
 - 51-52. Trucking (2)
 - 53. Jetpac
 - 55. Jack and Silva
 - 56. Ambush
 - 57. Lamer Game
 - 58. Games Comp 7
 - 59. Games Comp 8
 - 60. Post Pom Gunner
 - 61. Casuarina
 - 62. Crystal Caverns
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 - 65. Lemmings
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 - 109. Arisep & Slot Cars
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 - 111. Mayday Slide
 - 112. Games Comp 10
 - 113. Black Jack Lab
 - 114. Outgroup of Madrid
 - 115. Amiga Columns
 - 116. Robocop In Iraq
 - 117. Mutant Camels
 - 118. Games Comp 11
 - 119. Number Fumbler
 - 120-121. Nixes (3)
 - 122. Card Sharp 1
 - 124. Bert Simpson
 - 125. OC Games Comp
 - 126. Air Ace 2
 - 127. Breakout Con Kit
 - 128. Pipeline
 - 129. Dug of Doridian
 - 1215. Amos Games 1
 - 1212-1214. Timewords 3-5

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- 51. Ham Pica Show 1
 - 54. Madonna Slides
 - 55. Molekater Slides
 - 56. Party Disaster
 - 58. Impassable Collection
 - 59. Simpsons Slides
 - 510-11. Channel 4 (2)
 - 512. Bruce Lee Slides
 - 514. Addams Family
 - 515. Vix Mag Slides
 - 516. Boris 15
 - 517. Docklands Jams
 - 518. Dr Who Demo
 - 519. Napoleon Death
 - 520. Nasa Slides
 - 521. Epsilon 30 Slides
 - 522-34. WWF Slides (3)
 - 524. Cascade Demo
 - 527. Demons Slides
 - 528. Total Recall
 - 529. Joe's Slides
 - 530. Ham Pica Show 2
 - 531. D-Print Slides
 - 532. Neighbours Slides
 - 533. Roger Dean Slides
 - 534. Iron Maiden Slides
 - 535-36. Tobias Richter (2)
 - 537. Joe Tril Slides
 - 538. Basket Case 2
 - 539. Ecce Slides
 - 540. Fraxion Devine 2
 - 541. Fraxion Devine 1
 - 542. Chainsaw Gate Slides
 - 543. Chainsaw Slippers
 - 544. Cry For Dawn
 - 545. Forgotten Realms (2)
 - 547. Klon 3 Slides
 - 548. PD Slideshow
 - 549-52. Terminator (4)
 - 553. Robocop 2 Slides
 - 554. Tracker Slides
 - 555. Forgotten Realms 2
 - 556. Garfield Slides
 - 557. Pawnbroker Slides
 - 558. Hellraiser Slides
 - 559. Night Breed Slides
 - 560. Raytracing
 - 561. Horror Slides
 - 562. Tate Gallery 2
 - 564. Rick Star Manager
 - 565. Images Slides
 - 570. Muscle Mania
 - 571. Creature Comforts

- #### ANIMS
- A1. Probe Sequence
 - A2. Ultimate Pool
 - A3. Jogger - Magician 1
 - A4. Gymnast Demo
 - A5. Racial Flight
 - A6. Basketball Demo
 - A8. Magician 2
 - A10. Pugs In Space
 - A11. Luxor Teenager
 - A12. Juggler Demo
 - A16. Cool Cougar
 - A17. Mono Cycle Anim
 - A18. Robocop Anim
 - A20. Mayhem on Wheels
 - A21. Juggle 2
 - A22. Shuttlecock Anim
 - A23. T-Pot Anim
 - A27. Field Maneuvre
 - A28. Billiard Anim
 - A29. E-Prime Leaves Dock
 - A30. Star Wars 2 Anim
 - A31. Star Trek Anim
 - A32. Fraxion Revenge
 - A34. Madonna Anim
 - A35. Stealthy Anim 2
 - A36. Riders Of The Lost Ark
 - A37. Bugs Bunny Show
 - A38. Iraq Vs UK Anim
 - A39. Mike Tyson Anim
 - A40. Knight Anim
 - A42. Walker 2
 - A43. Walker 3
 - A45-46. Light Cycle (2)
 - A47. Exploding Head
 - A48. Police Car Chase
 - A49. Top Gun Demo
 - A50. Animators Demo
 - A51. 5 Ways to Kill a Mole
 - A52. Another 5 Ways
 - A53. Batman The Movie
 - A54. 3D Soccer
 - A55. Mr Potato Head
 - A57. Camouflage
 - A58. VGA Anim 4
 - A59. Lion Line Flight
 - A60. Amy Vs Walker
 - A61. Real Prince Anim
 - A65. Franklin The Fly
 - A66. Picky Pig Anim
 - A67. Adventures of Chuck
 - A69. Bunsen Burner
 - A70-71. Max Overdrive (2)
 - A73. Space Shuttle Anim
 - A74. Ghostbusters & Horse
 - A76. Alarm Anim
 - A77. Fight Anim
 - A78. Piano Anim
 - A79. Diet Anim
 - A80. Bad Bird Anim
 - A81. Holiday Anim
 - A82. Fillet The Fish
 - A83. The Bongs
 - A84. Clothes Peg
 - A85. Miners Anim
 - A86. Pocket Watch Anim
 - A89-93. The Movies 2 (4)
 - A95. My Tin Toy
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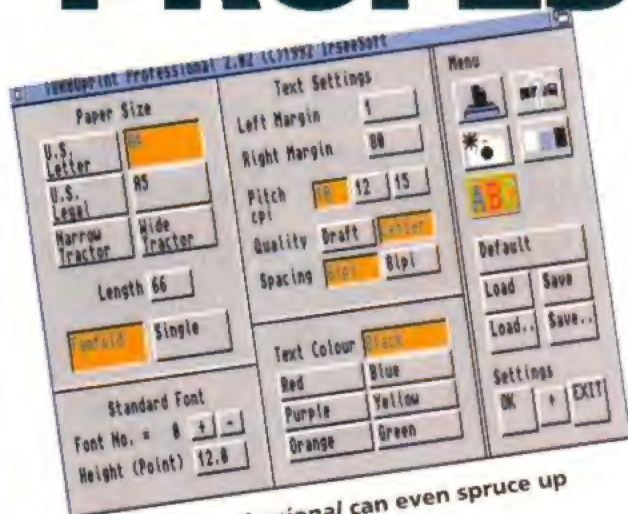
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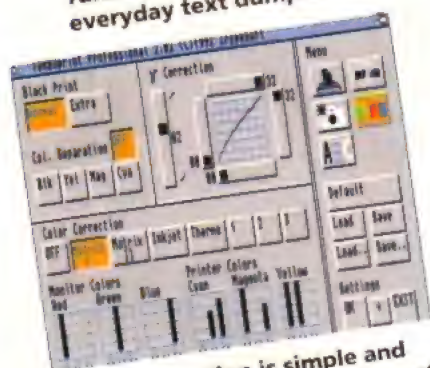
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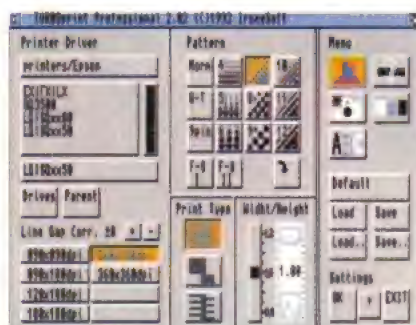
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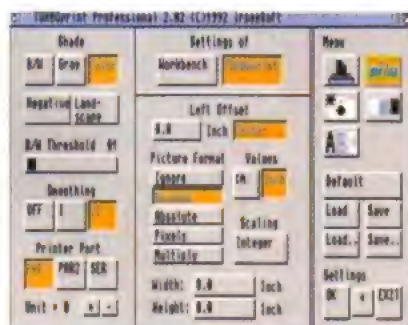
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In addition it provides a range of useful and powerful printout options including a 'mirror' option, and a multiple-paged tiled poster option, enabling your printer to create masterpieces up to eight pages high by eight pages wide.

The outstanding control offered on colour correction will allow the smallest of printer characteristics to be altered with a simple-to-use and easy-to-understand system of screen menus. But if you can't understand the menus straight away, don't worry - the program comes with a full and comprehensive 80 page manual detailing ever aspect of TurboPrint Pro's operation.

All in all, it's pretty amazing - but possibly the most amazing thing is that the full software, drivers and manuals have a recommended retail price of just £49.95. But if you order now using the form on the left, you can get your ink-stained hands on the whole lot for just £26.95! Just make out a cheque to Future Publishing Limited and send it to: TurboPrint Offer, Amiga Format, Future Publishing Limited, Cary Court, Somerton, Somerset TA11 6TB.

DRIVERS

TurboPrint Pro directly supports and is supplied with printer drivers for all the following machines:

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Brother24.m
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BJ-130 180x360dpi
BJ-130 360x180dpi
BJ-130 360x360dpi
LBP-4.8III 075x075dpi
LBP-4.8III 100x100dpi
LBP-4.8III 150x150dpi
LBP-4.8III 300x300dpi
LBP-4.8 075x075dpi
LBP-4.8 100x100dpi
LBP-4.8 150x150dpi
LBP-4.8 300x300dpi
LBP-8II 075x075dpi
LBP-8II 100x100dpi
LBP-8II 150x150dpi
LBP-8II 300x300dpi
PJ-1080A 080x080dpi
EPSON
EXIFXILX.m
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GQ3500 150x150dpi
GQ3500 300x300dpi
LQISQxx00.m
LQISQxx50.m
FACT
B3450.m
B3550.m
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PaintJet 180x180dpi
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Pinwriter Px.m
Px.m
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ML294 120x144dpi
ML38x.m
ML39x.m
Okimate20std 120x166dpi
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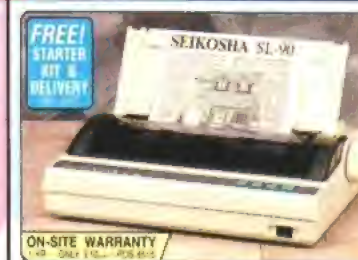
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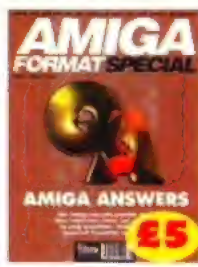
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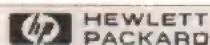
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What makes Football Tactician 2 so special?

- * Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
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- * Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
- * Professional recording: 36 matches always recorded IN FULL for full-scale replay.
- * First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
- * Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
- * Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
- * 16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.
- * Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

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- * Unique database-type search facility to locate any player in the league.
- * Full-scale printing facilities: highly suitable for Play-by-Mail.
- * Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.
- * Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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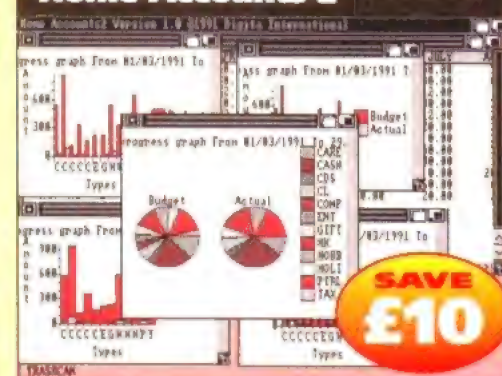


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WorkBENCH

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THIS AMIGA IS DEAD

From P Leonard, Great Yarmouth
Help, I think I have killed my Amiga. I have an A600HD and I was mucking about with the hard drive trying to save software to it. Having given it up as a bad job I reset the machine only to get the message "Not a DOS disk in Device HD0:". Is this incurable or should I register it with a hospice? Please help. I don't even have the manuals any more and don't know where to get a replacement.

Well, whatever you tried to do to your hard disk, it didn't like it very much. What has happened is that the sectors on the disk which contain vital booting

and DOS information have been corrupted. This probably happened if you turned the machine off while the drive was being accessed - very naughty!

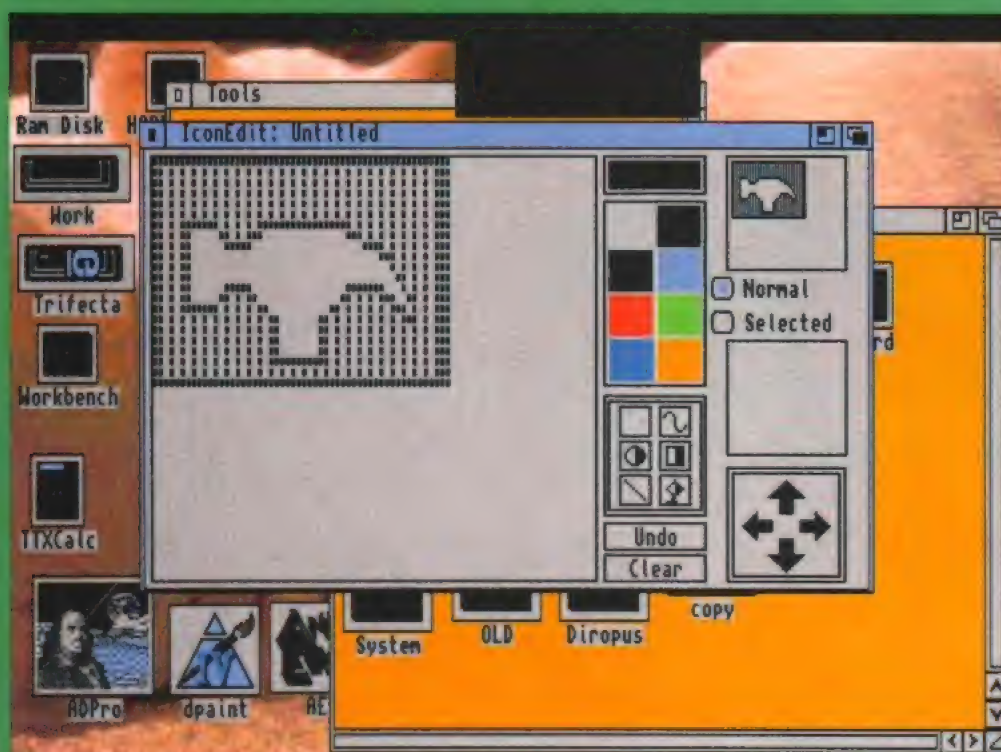
There are two things you can do. If you had vital information on the disk you can try resurrecting it with a recovery program such as *FixDisk* (which is PD and available from all good libraries). If you don't care much for what was on the disk, you can simply reformat it.

To do this you need to boot up from a Workbench floppy disk. When Workbench has loaded, click once on the hard disk's icon (which will be displayed as HD0:??? or HD0:NDOS) and

Continued overleaf

BLANKED BY ICONEDITOR

From Graham Birks, Chesterfield, Derbyshire



IconEditor on WB3 has hidden depths. If vast blank spaces are giving you grief, why not check the menu?

I have an A1200 with an 80Mb hard drive and I have a few questions. On *IconEditor* which comes with WB3, when I design icons for the RAM disk and my hard drive and then save them they leave a big blank space where I haven't actually drawn anything. I've gone right through the manuals but have found no solution to this.

Also, I already have *DPaint IV* and I want an AGA paint program. Would it be worth getting *DPaint IV AGA* or should I wait for *DPaint V*?

Well, the *IconEditor* problem is quite simple. When you have finished drawing your design and are ready to save it, simply select the Auto TopLeft option from the Extras

menu. This will reposition your icon into the top left-hand corner of the editing window and eliminate any spare background colour which is left underneath and to the right of the image you have drawn. Now save the icon without making any other changes and your problems will be solved.

As to the *DPaint* question, it is very likely that EA are thinking about a *DPaint V* and that, since *IV AGA* has been included in the new A1200 box, its release will be sooner rather than later. Upgrade deals are always available, though, so if you can't wait, go for the AGA version now and upgrade later. It may be that you don't need the latest version - don't buy until you have seen the authoritative review in *Amiga Format*!

IF YOU HAVE A QUERY...



Nick Veitch, your host...

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software at all will be given a higher priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved in it). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you can understand, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail as best you can the actual problem.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench you are using and which model of Amiga you have).
- Make sure your question is relevant, and wouldn't be more easily solved by the dealer you bought the goods from.

DON'T

- Tell us all about your auntie Ethel for three pages and then explain your problem.
- Write in with questions like "I added a hard drive to my machine and it doesn't work - what should I do?". (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

WORKBENCH - HINTS, TIPS AND HELP
184
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select Format Disk from the icon menu. Once the disk has formatted you will then have to copy all the Workbench stuff back on.

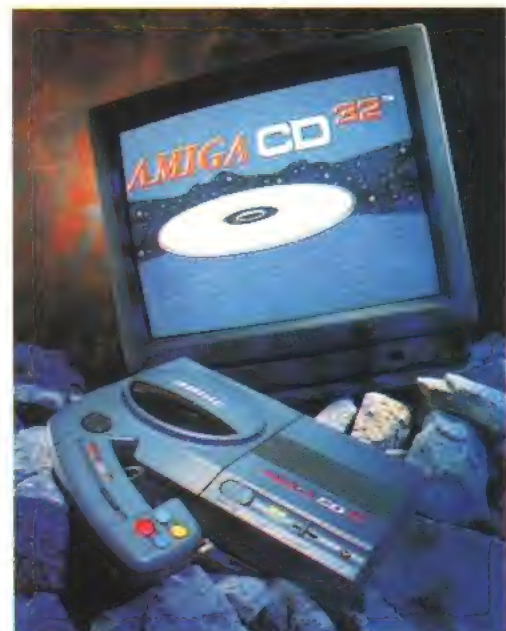
As for manuals, they tend to only come with machines, but you could phone Commodore on 0628 770088 and ask nicely.

CD CONSOLES? OR IF NOT, WHAT?

From Jeffrey Levine, Cheadle Hulme

I have a few short questions to ask you.

- 1) Should I get an A1200 or a CD³²?
- 2) Why do games tips appear in the mag so soon



The Amiga CD³² is obviously superior to the Mega Drive, but what of the other CD-based systems?

after the game is released? I find this annoying because I only have the game a few days and then it is finished.

- 3) Will the Action Replay III work with the CD³²?
- 4) Why is the Amiga CD³² always compared to the Sega Mega Drive when everyone knows the Amiga is much better?

Well, here are a few brief answers then.

- 1) Buy both. They're both brilliant.
- 2) They generally appear at least two months after a game is reviewed and often longer. If you think this is too quick you could always bury your issue in the back garden and dig it up six months later.
- 3) No.
- 4) Because it is the only other CD-capable console unless you count the 3D0 (which isn't released) or the CD-i (which is more than twice the price).

SEEING THE LIGHT

From David McAllister, Belfast, Norn Iron

Having just bought an A600 I have just one question. In the user manual it states clearly that you must not remove a disk from the computer's drive while the drive light is on.

When playing games such as *Flashback*, it asks you to change disks, but the drive light remains permanently on. What is going wrong?

There is nothing wrong with your machine. Unfortunately many games programmers don't expect Amiga owners to follow the advice in their manuals. What is usually happening in these cases is that the drive is spinning but the heads aren't actually accessing the disk itself.

So long as you *only* ever do this with games and you make sure you can't hear the disk spinning, it is not dangerous to remove the disk at these times,

but it does cause a small amount of unnecessary extra wear and tear on your disk drive. If everybody wrote stern letters to the games software houses involved in doing things this way, perhaps this bad habit would die out...

A1200 WORRIES

From Peter Worrall, Cleethorpes

After recently upgrading from an A600 to a nice new A1200 I was somewhat surprised to discover that Workbench 2.05 worked on the new machine. I was given to understand that in order to run a Workbench disk, you needed to have the corresponding ROM - please explain.

Also, when I select the Original Chip Set from the boot menu, will this option stay operative until I reboot the computer?

Lastly, when I turn the computer on it takes over ten seconds before the Insert Workbench screen appears. This process only took about six seconds on my A600. Is there something wrong with my new machine?

Well, any previous version of Workbench should run on the A1200. If they didn't, self-booting PD disk and magazine Coverdisks would have a hard time. It doesn't work the other way round, though - a 1.3 machine won't run WB2 or WB3.

When using the boot options they are only effective until the next reset - if you turn the machine off or reset it using the keyboard any options will return to the default settings.

The A1200 does take longer to 'warm up', because the ROM has more system checks to make (more custom chips, more memory... it all adds up to more work for the ROM). Ten seconds does seem a little long, but if it comes up in under 15 I shouldn't worry.

AMOS ANSWERS

THIS MONTH IN the new-look Workbench section we see the start of a new column dedicated to the thousands of people enjoying the fruits of the amazing complete AMOS Coverdisk program we gave you as a rather nice little present to celebrate the festive season last Christmas.

There are always a few problems when trying to get to grips with a new programming language - especially if you are completely new to programming. Hopefully the Mastering AMOS series we have been running will have got you off to a flying start, but if you have more specific problems this is the place to come.

Every month the most interesting or tricky problems will be answered here, so if your utility isn't working quite the way you intended it to, your code gets all twisted up in knots or your programming skills desert you when it comes to parallax scrolling, get writing now!

Q The first problem comes from Paul Smith of Merseyside. He asks: "Is there any way of having two AND commands in an IF command? I am trying in vain to put exceptions to months in a diary program - 29 days in February in a leap year, thirty days in April and so on. At present my life reads as follows:

```
IF Year$="96" and MONTHS="2" and MONTH-
DAYS="29" THEN LOOP
```

"This references back to a DO command earlier in the program. Every time I try this or something similar I get an error informing me that I am mismatched. What can I do?"

A Well, the problem is that AMOS likes to have just as many LOOP commands as it has DO commands. If you have several of these exceptions

then you will have more LOOPS than DOs which will confuse AMOS. Although some languages will allow you to have conditional loop commands, this is very bad programming practice and I fully support AMOS in not allowing this.

What you will have to do is set up a flag system and use the REPEAT command, like this:

```
START:
  IF Year$="96" and MONTHS="2"
  and MONTH-DAYS="29" THEN FLAG=1
  IF MONTH="4" and MONTH-DAYS="30"
  THEN FLAG=1
  IF not any more exceptions
  UNTIL FLAG=1
```

That should solve your problems. Using a flag system to exit your loop is not only AMOS-approved, but also makes your code a lot easier to follow.

Q Our next problem is from Zoë Curbishlex of Lower Peover, Cheshire. She tells us: "I have written a number of small programs in Easy AMOS but my programs always seem to get very large. Also I don't understand how I can use graphics, such as those created in *DPaint*, in my AMOS programs. Do you know where I can get old AMOS code which I could use for reference?"

A Well, without seeing any examples of your code I'm not terribly sure exactly where you are going wrong with your code. It seems likely

MAXIPLAN PLEA

From Mark Anderson, Leven, Fife

I own an A500 Plus with 2Mb RAM and an external drive. I recently purchased *Maxiplan 4*, but have had a lot of trouble getting it to work.

Every time I try to double-click on the icon an error message appears telling me that I need "explode.library v4+".

The libs directory on the disk contains a file called *explode.library* but when I attempt to move it I get the message "Error 213 - disk not validated". Please, please, say that you can help.

I can help. Is that good enough?

No, I suppose you want me to tell you what's going on. Well, the program is looking for the *explode.library* in the libs directory of your start-up disk. There are two things you can do.

You could boot directly from the *Maxiplan* disk, which should solve all your problems. Alternatively, you could copy the library to the libs directory of your usual boot-up disk, which is what I presume you were trying to do when you got the error message.

If the disk is not validated, AmigaDOS will not allow you to write to the disk at all. This is because without validation the system doesn't know which parts of the disk are in use and doesn't want to delete them accidentally.

The best course of action would be to make a copy of this disk immediately, then try and copy the library you need.

HOW MANY MEGS?

From Matthew Aylen, Colchester, Essex

I want to buy a hard drive for my A1200, and I have a large collection of games and utilities which

Continued overleaf ➡

that you are not using enough subroutines. If you plan your code well enough you will find that there are particular parts of the program (usually display routines) which are often repeated. It is very useful to make these into subroutines, both in terms of saving space and in making your code easier to follow.

IFF graphics cannot be loaded directly into AMOS. You need to use the grabber from the Bob Editor program supplied. This is not terribly complicated and it is explained in great detail on Pages 129-166 of your *Foxy AMOS* manual.

There are many AMOS clubs and societies. One which may be of interest to you is the Nothing But AMOS Club, who produce a regular disk-based magazine costing just £2.50 a month. You can contact them at N. B. AMOS c/o Neil Wright, 39 Riding Dene, Mickley Square, Stockfield, Northumberland NE43 7DE.

Q Andy Hayes from Ahmley in the West Midlands is having a bit of trouble with his mega-epic platform game. The trouble is that he can't get his Bobs to detect when they have run into a wall or landed on something unpleasant.

This, as we all know, can be more than a little disadvantageous when you are trying to write a game, and dealing with AMOS Bobs could almost take up a complete issue of the world's best Amiga magazine on its own. But many people seem to be having similarish difficulties, so here we go.

A Well, the answer is collision detection. AMOS has a command especially for this eventuality, and it works along the lines of...

NO MORE FLICKING VIDEO MODES

From Nigel Stutt, Whitley Bay, Tyne and Wear

I have read your answers to similar queries regarding video resolution images, monitors and flicker fixers but I am still confused. I would like to set up an Amiga system capable of generating images in *Real3D*, *Imagine*, *DPaint* and *Morph Plus*.

I know that it is necessary to get a flicker fixer for the A500 to use high resolutions, and I assume the 4000 has one built in, but what about the A1200? What sort of A1200 setup would I need to produce images of a quality similar to that of those produced by Foundation Imaging for *Babylon 5*, as shown in your excellent article?



Resolutions of up to 676 by 547 are available without resorting to an interlaced display mode and a severe headache.

You do need a flicker fixer for interlaced screen modes, but not for the hi-res and super hi-res modes.

You will need a dual-scan, tri-scan or multiscan monitor to use the Productivity and DBLPAL screen modes that are available on the A1200, though.

Using DBLPAL and a 1960 or similar monitor you can simulate the resolution of an interlaced screen in high resolution, giving an effective resolution of 676 by 547 pixels using overscan.

Alternatively you can get a flicker fixer and use an interlaced super hi-res screen which is 1440 x 566 pixels (or you can do this without the fixer and let it seriously do your head in).

If you want a 1200 to produce serious graphics you will need a hard drive (around 150Mb minimum) and lots

of RAM, preferably with an accelerator thrown in.

An extra 8Mb of RAM is my minimum recommendation for ray-tracing and image processing.

There are a number of good accelerator-plus-RAM cards available for the A1200 such as the Microbotics series, the GVP A1230 and the Power PC1204, depending on just how much acceleration you want.

For output to video you don't need a flicker fixer. Interlaced images will record fine. A flicker fixer is only worth the money and effort if you are going to display the finished images on screen rather than on video, in a presentation situation perhaps.

$x = \text{Bob Col}(y)$

where y is the number of the Bob you are interested in. X will then return a value of -1 if a collision is detected. If you check all your Bobs you will be able to tell which two have bumped into each other.

Obviously if your Bobs are mapped in a grid, there may only be a part of the Bob that you are interested in. The collision detection works by using the hot spot points.

These are automatically set to the top left of the Bob, but in fact can be set to anywhere using the hot spot command. The syntax for this is...

Hot Spot n, x, y

where n is the number of the Bob and x and y are the co-ordinates of the point. These values are calculated from the top left-hand point. Note that the hot spot can lie outside the actual visible area of the Bob's graphics data.

There are a number of preset points which can be used if you can't be bothered working them out for yourself. These are entered in the format...

Hot Spot $11, 00$

where 11 is the number of the Bob and 00 is one of the following values:

- 00 - top left
- 01 - middle left
- 02 - bottom left
- 10 - middle top

- 11 - middle centre
- 12 - bottom centre
- 20 - top right
- 21 - middle right
- 22 - bottom right

The actual points are calculated automatically by AMOS from the dimension data of the Bob.

That should give you a start. Good luck with the game and always remember to keep track of your Bob priorities!

Q The last question is from Nicky Leatherland in Derby. He is trying to load a *Soundtracker* module into AMOS so that he can fiddle about and do devilish things with it.

A Well, the answer is to use the Track Load command with the name of the file you want to load. I think from your query, though, that the difficulty is that the track you are trying to load is not actually a *Soundtracker* track, but one which has been compressed with a utility called *PowerPacker*.

To load in this file you would have to uncompress it either by using *PowerPacker* or the Public Domain utility *Decrunch*. Alternatively you could load it into a track player which supports crunched modules and then save it out again in an uncrunched format.

Right, well that is about all we have space for this time around. If you have any queries please send them in to me at AMOS Answers, Amiga Format, 30 Monmouth Street, Bath BA1 2BW. Until next month, happy coding!

I would like to put on it. What size of drive would you recommend? I am currently looking at 120-170Mb drives. Should I be considering a PCMCIA hard drive?

Also, when it is finally released I will be wanting to add a CD drive. Will having an internally installed drive prevent me from adding this too?

The thing about hard drives is that they are never big enough. If you are like me and hate throwing things away, you will soon discover that you need about 600Mb at least.

Realistically, you can fit a minimal system and a select crop of utilities into a 60Mb drive, but then you have nowhere to store your data. The answer is really that you should buy the biggest one you can afford. I would think that sensibly (depending on how big your games are) 150Mb would be sufficient.

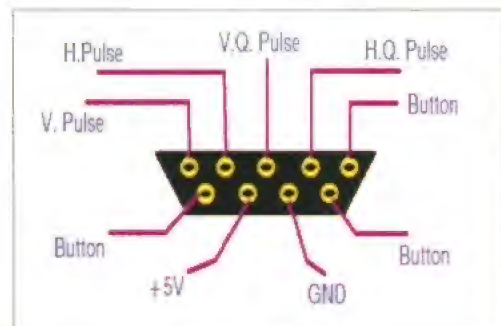
An internal drive is probably the best solution, as it will use the Amiga's power supply and be tucked neatly out of the way. A PCMCIA is a useful second drive (or even as a first drive if you can get it cheaper than an IDE).

Remember that unless you choose to have it fitted for you by a recognised and ICL approved dealer, installing an internal drive will invalidate your warranty, whereas a PCMCIA drive won't.

When the CD drive is finally released, it is likely that it will use the trapdoor expansion underneath your A1200, so it will not affect either of your possible hard drive options.

TRACKBALL TROUBLE

From Nicholas Batchelor, London



If you want to know how your mouse is wired up, these are the connections. Make any sense? (Not really -Ed.)

Having used my Contriver trackball for a couple of years the mouse pointer now refuses to move up or down. I know that the trackball is at fault because the mouse still works fine. I tried opening up the trackball unit to see if I could find anything that had obviously gone wrong.

I found an orange wire loose inside but having checked the terminals inside I can find no signs of this wire ever having actually been connected. What could be wrong?

The mouse port is configured for mice or trackballs as shown in the diagram here. If you are only having problems with the vertical motion it is likely to be either the vertical pulse or the vertical quadrature pulse. If you are getting absolutely no movement at all, it is more likely to be the vertical pulse line that isn't working.

If the terminals are marked at all it will be labelled as VP or simply V. If not, then your best bet is trying to track the line back to the photodetector which controls the vertical wheel.

Unfortunately this model has been superseded so we have no terminal information on it, but you

Continued overleaf

To the point...

Q I own a still video camera which captures and stores single video frames. What I really need now is a piece of hardware that will put the picture into my Amiga, enable me to play around with the picture and print it out.

A Well, the first piece of equipment you will need is a video digitiser. This will accept a video signal and convert it into an Amiga-displayable image.

As you have a still camera, you do not necessarily need a frame grabber, but it may be worth considering Rombo's Vidi range. Vidi12 should do the job you require, but it depends on exactly what you want to do with the resulting pictures. For more info, give Rombo a call on 0506 414631.

If you want to play around with your pictures, you should think about DPaint IV (not the AGA version) or perhaps GVP's ImageFX or ASDG's Art Department Professional. Any and all of these programs are quite capable of printing out your finished work, but they will print much better if you use TurboPrint, which was on last month's Coverdisk.

Q Please could you tell me if there is a cheap tape streamer device available for the A500 Plus and what speed it can do? Also is there any way that I can get all my programs put onto a CD for use with the CDTV/A570 machines, like the Kodak PhotoCD machine can do for photos.

A You can use any SCSI tape streamer with your Amiga, providing you have the correct interface. The A590 and HD8+ hard drives for the A500 both have SCSI through ports. If you are looking for a cheap backup system though, you would be much better off with the Video Backup System which uses a clever technique to record all your data onto a videotape using your normal, common-or-garden video recorder.

As for mastering a CD, this can be an expensive business. A one-off disk might cost you as much as £1,000. To buy a CD read/write drive, such as those used for Photo CD, you would expect to pay somewhere in the region of £4,000. It doesn't say in your letter whether you are immensely rich or not, but assuming you are not, mastering your own CD is a bit out of the question.

You neglect to say why you want to set up such a system, but if you are serious I suggest you contact Almathera Systems on 081 6836418.

Q What is the difference between a compiler and an interpreter?

A Well, they both perform the same function (converting a written language into code which a computer can execute), but in different ways. An interpreter deals with each line of code as it comes to it. This means that it runs a lot slower than an executable file, as the conversion is done while the program is running.

With a compiler all the instructions are translated in advance to create an executable file. This can take quite a while, but it means the resulting code is an executable file which runs a lot faster.

Compilers can increase the development time of a piece of software because the program has to be compiled every time it is tested, but the increase in speed is worth it for most applications.

Q How can I add a password program to protect data on my Amiga?

A The first thing you need to do is get hold of the password program, or write one yourself. If you do write your own it will have to stand alone (in other words, be an executable file in its own right rather than one that needs to run via an interpreter) so that it can be

called from the CLI. Then simply run it from your startup sequence. Unless you have installed some other custom software, it should be safe enough to call your program at the start of the startup sequence.

To do this simply add your program to the C: directory of your boot-up disk and edit the startup sequence file (in the S: directory) so that the first line is the name of your program. The rest of the sequence won't be carried out until your program quits.

Unfortunately, this method is not really secure (people could still boot up your Amiga from other disks and get into your data from there), but it would stop errant cousins and small children from re-formatting all your disks when you weren't around.

Q I am upgrading from an A500 to an A4000/030. Is it possible somehow use my old A500 hard drive?

A It depends. You can't just plug in an A500 expansion into the Zorro slots on an A4000. You may be able to use the mechanism, though. If your drive has an IDE mechanism then you can attach this to the IDE controller which comes with the A4000.

This is a quite straightforward operation, but you will have to take apart your old drive and disconnect the mechanism. There will be two cables connected to the mechanism. One will most likely be an IDC multway connector which directly corresponds to the one inside the A4000. The other will be the power supply - four wires ending in a socket.

The 4000 also has these cables, but they may be a different size. It may be worth checking the board of your hard drive for indications of which wire is which in this case and then "adapting" one of the A4000's cables.

If you have a SCSI hard drive, you will need a SCSI controller card for your A4000. Attaching a SCSI mechanism is much the same process as the one outlined above and instructions will no doubt be supplied with the SCSI controller when you buy it.

Q Please could you tell me if there is an x-y plotter available for the Amiga and will my programs support it?

A There is no direct support for any type of x-y plotter through Workbench, so you are really restricted to the ones that are supported by your software. To the best of our knowledge the only programs which do directly support plotters are X-Cad, Provector and Professional Draw, which can all drive an HPGL-compatible plotter.

This is a fairly common standard for modern plotters, but you may find that since demand for plotters is not what it was, that such devices are both hard to find in a local computer store and expensive. Depending on what exactly you need from your plotter it may be a lot easier to build one.

Q Where can I get hold of details of Commodore's Include files?

A The include files themselves are usually bundled with development systems such as the assembler Devpac or the C language SAS C, under licence from Commodore. If you need to get your hands on listings of them you will need to buy the book of the official Rom Kernel Reference manuals, published by Addison Wesley (0734 794000).

The volume you want is cryptically called "Includes and Autodocs". The same publishers also produce a wide range of other specialist Amiga volumes which could be of great use to you if you wish to get into some serious programming. Why not ask them to send you a catalogue?

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LEW'S CORNER



Each month Lew Eggebrecht, that nice man in charge of Commodore's Engineering division, will be answering your questions here in Workbench.

From Simon Liddiard, Odiham, Hants
 I have an A500 Plus (which features 2Mb Chip RAM, 2Mb Fast RAM, 512K 32-bit RAM) with a CSA Mega Midget Racer and a Commodore A590 fitted with a 42Mb SCSI drive. All this is housed in a Checkmate A1500 casing.

Unfortunately rendering animations eats into my hard disk space and I am looking to upgrade it by about 100Mb or so. I was wondering if it would be possible to drive more than one SCSI drive directly off the A590's controller by using an appropriate cable.

I know it would be possible to add an external drive, but this would be a rather expensive option and not a particularly elegant one. This is particularly so as my machine has to be fairly portable.

LEW SAYS:

The SCSI interface supports six drives plus the controller. You can therefore have up to 6 SCSI drives connected to an A590. Since the A590 is an older product, however, you may need to upgrade your current A590 firmware to revision 5.6 or better.

can always try just connecting the wire by hand and trying it out as you are very unlikely to damage either the trackball or the Amiga.

SIZE MATTERS

From Kevin Smith, Troon, Ayrshire
 I have an A600 with Workbench 2.05 but I am having difficulty with space. Is there any way of splitting my Workbench over more than one disk because I don't have room for everything that I need, like all my printer drivers and fonts?

The trouble with Workbench, as with a lot of things this month, is that it isn't big enough. Thankfully there is an answer, and it comes in the form of the rather less than impressive-sounding Assign command.

When you boot up your machine, it automatically expects to find commands in the 'c' directory of that disk, libraries in the 'libs' directory, fonts in the cunningly named 'fonts' directory and so on.

These are the default settings, but they can be changed. If you wanted to have all your fonts on a disk called 'bigfonts' for example, all you would have to do is add this line to the end of your startup-sequence (or type it directly in to the CLI):

```
assign fonts: bigfonts:
```

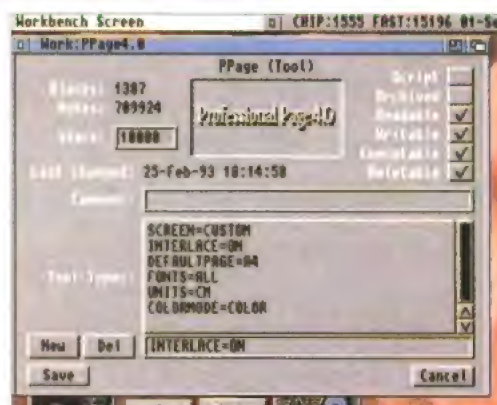
You will then have to put this disk into the drive every time Workbench needs a font, though, which can be a pain if you only have one drive. There is no reason, on the other hand, why you couldn't put several different types of file on a separate disk (you can assign as many things as you like to one device).

A solution which most people prefer is just to delete all the things on the Workbench disk that they don't use and create space that way.

PAGESETTER WITHOUT LACE

From Michael Simmonds, Leyland, Lancashire
 I own an A500 with a GVP hard drive on which I have successfully installed Pagesetter. The program works fine, but the screen comes up in interlaced screen mode, which is a bit annoying.

After using the program for a while it will go back to a normal non-interlaced mode of its own accord, but surely there must be some way to get it to start up in this way?



Icons are not just for decoration, they can pass information to the main program.

Pagesetter will automatically fall back into non-interlace mode when supplies of RAM are running low (as an interlaced screen takes up twice as much memory as a standard one). There is a way to automatically set interlace off, though, and it is

done, as are many of the preferences, through the tool-types attached to the program's icon. This is the way most of Gold Disk's programs work.

To change the preferences, simply select the icon and choose "Information" from the Workbench's Icon menu. A screen will appear showing some information about the program and a list of the current tool types.

There will be one which reads "INTERLACE=ON", and you will simply have to change this to "INTERLACE=OFF". All the tool types and their meanings are explained in the manual.

UPGRADE QUERIES

From Richard Gleaves, Newcastle-Under-Lyme
 My present set-up consists of an A500 complete with a Power Computing 1.5 Mb upgrade (the one that allows 1Mb of Chip RAM), a PC 880B second disk drive and a Star LC200 printer. Do you think that the new breed of incompatible AGA machines will mean that I will be able to get hold of a lot of peripherals for my machine at a significantly reduced price?

Also, is Directory Opus 4 capable of completely replacing the CLI and Shell?

I am thinking about upgrading, but will I be able to install a ROM switcher bearing in mind the expansions already in my machine? What about an internal hard disk as well?

Some interesting points. Firstly, I should think that you would be able to fit a ROM switcher internally, but I don't think you will want to. Because of the changes in the 2.04 ROM, the modifications you have made to your machine to accommodate the RAM expansion will be incompatible with a ROM upgrade.

Yes, I imagine that various peripherals, particularly those which use the expansion port, will be available at reduced prices. Bear in mind that a lot of these units have been selling on tight profit margins for some time, so the reductions may not be that impressive.

Directory Opus is a wonderful utility, but I'm not sure exactly what you mean by replacing the Workbench and Shell. Certainly it has been

HOW TO MAKE RAD AUTOMATIC

From Imran Majid, Leyton, London

Having recently got hold of an A1500 and a copy of Get the Most Out of Your Amiga I have been trying in vain to set myself up with a recoverable

RAM drive. I am quite sure that I have typed in the mentalist entry correctly and there seems to be no problem when I give the mount command, but I get no icon on screen. How can I copy my files into it to set up a recoverable Workbench?



To use the RAD device you must simply ask Workbench politely if it minds. Failing that, using the Diskchange command will bring results.

Ah, if only the questions were all so simple. What appears to have happened is that you have in fact completely correctly set up your RAD disk and it is working fine. The thing about Workbench, though, is that it can be a little dozy at times, and if you go around adding new devices after startup it isn't going to notice they are there until you tell it that they are.

The best way to do this is to issue the Diskchange CLI command, which was included with Workbench to solve a similar problem which occurs with 5.25 disk drives. Just open the shell and type

and all your problems should very rapidly be solved.



Directory Opus – can you live without it? Maybe not, but can it really replace the Shell?

installed on my machine for some time and does get a lot of use, but I still occasionally resort to the Shell or Workbench for particular operations.

It, or a utility like it (the Public Domain *SID2* for example) is certainly high on my list of utilities I would want with me should I be stranded on a desert island with nothing but an Amiga and a very long extension cable.

LARGE PRINT

From M. Coveney, Leatherhead, Surrey

I am just writing to find out if there is an Amiga wordprocessor with a large print option as standard or as an add-on. I am very short sighted and this would be a great help to me.

Well, you can actually use any one of the 'page publishing' packages which allow you to use fonts other than the default Topaz one. Packages which fall into this category are *Final Copy*, *Wordworth* and *Excellence*, as well as many others. Simply by choosing a larger Amiga font for your text will cause it to be displayed bigger on screen.

If you have a Workbench 2 or better machine you might also be interested to know that you can change the system's default font using the Font program in the preferences drawer. It may clutter up your Workbench a bit, but at least you will know what programs you are running. Changing the default text can cause problems with menu options in some applications.

SAMPLE SOURCES

From Adnan Rochdale, Manchester

I am very keen on music and I am considering getting hold of a sound sampler such as Technosound Turbo. What sort of devices can it be connected to in order to sample sounds? Is a sampler different from a MIDI interface?

Most samplers allow you to sample from a one-volt peak-to-peak audio source, such as those found on the 'Line Out' sockets of amplifiers, tape decks and CD players. You will not be able to connect it directly to a normal microphone – the signal will have to be amplified first.

MIDI stands for Musical Instrument Digital Interface, and a MIDI interface for the Amiga will allow you to control external MIDI keyboards and other MIDI devices. It does not actually send or receive any sound data, just control information, and is used for operating a number of musical devices when recording (or playing live) because it does away with all the nasty musicians (who would probably play the wrong notes anyway).

A MIDI interface is entirely different from a sound sampler, although Microdeal do produce a combined unit.

Indepth Explanation MEMORY



This Ashcom RAM expansion for the A1200 shows an 8 x 1Mb configuration of ZIP chips, which were the cheapest available at the time the board was designed.

- 1** There are two different ways in which your memory is used on the Amiga. Chip memory is interfaced to the DMA (Direct Memory Access) bus, enabling it to be accessed directly by the CPU or any of the custom chips. Because of this direct access, it is often slower than Fast RAM. Fast RAM can be accessed only by the CPU.
- 2** The amount of Chip memory you can add to your Amiga is determined by your Agnus chip. Older A500s can only access 512K of Chip RAM. Later versions of Agnus allowed 1 or 2Mb of Chip RAM to be added. All new Amigas are capable of having 2Mb of Chip RAM, fitted as standard.
- 3** Older sound samplers and most art packages are limited by the amount of continuous Chip RAM they can access. This is because they use the graphics (Agnus or Alice) or the sound (Paula) chips' abilities to address the Chip RAM directly to perform some tasks.
- 4** Some utilities, either provided with Workbench or available from PD libraries, help make the most effective use of your memory. The most useful of these is *FastMemFirst*, which forces programs to use Fast memory in preference to Chip memory.
- 5** All memory which is added externally to the Amiga is Fast memory. There are many different type of Fast RAM expansion.
- 6** The trapdoor slots on the A500, A500 Plus, A600 and A1200 are one area used by most third party manufacturers as a path to add expansion memory. Depending on which Amiga you have, vast amounts of memory can be added this way. Even the humble A500 can have 4Mb added in this way, although this does require some hardware modification.
- 7** RAM is usually added to the A1500 and A2000 by a Zorro card. Because of their versatile design, almost any memory package is catered for.
- 8** The main types of memory packages available are DIPs (Dual In-line Package), ZIPs (Zig-zag In-line Packages) and SIMMs (Single In-line Memory Module). All have their advantages and disadvantages, but mostly the preference is dictated by which is currently the cheapest, due to fluctuating world demand.
- 9** Expansion port add-ons for the A500 and A500 Plus, such as hard drives, often feature the ability to add extra Fast RAM. The Commodore A590 does so by way of DIPs, while the GVP HD8+ uses SIMMs.
- 10** Memory for the A4000 or the A1200 should be 32-bit wide memory, which is more expensive but much faster than the 16-bit memory used by older Amigas.
- 11** Memory can also have different speeds. This can make quite a difference to memory intensive processing tasks. Access times for an average memory device would be around 100ns (nanoseconds). The fastest RAM available is likely to be custom-made video RAM, with an access speed approaching 20ns.
- 12** It is also possible to get Static RAM expansions for the Amiga. Static RAM, unlike Dynamic RAM, retains whatever was in memory even after the power has been switched off. At the moment the most widely available Static RAM expansion is in the form of a PCMCIA card for the A600 and the A1200. Static RAM (or S-RAM) does have its drawbacks, the most important of these being the price.
- 13** Accelerator cards usually come with their own memory. This is usually because most accelerator boards are capable of addressing a 32-bit bus and the addition of some 32-bit RAM makes them operate even faster.
- 14** Poor old A3000 owners only have the on-board upgrade option of adding ZIP chips.

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A WORD FROM THE ED



We were deluged with calls on Tuesday August 31st, mostly from people eager to tell us they had seen a CD³². Not only that, but on sale in Rumbelows to boot! It was rather like people writing to the Times to report hearing the first cuckoo of spring.

One particularly unfortunate bloke was so eager he actually went in and bought one. He was very happy with his new purchase until he got it home and opened it. Inside the box was one perfectly lovely CD³², a manual, a joystick and a power supply. And that was it. No software.

We told him that we had seen several items of software that were complete, and that it would only be a matter of time before they would be pressed up and in the shops. Not surprisingly, after just spending £300 on a games super-machine, our caller wasn't too consoled by the prospect of simply sitting and staring at his new toy for a few weeks.

Commodore promised us 18 games at launch for the CD³². They haven't delivered. No one is less surprised than us. And no one is more disappointed than us (except maybe the chap who bought his CD³² today).

Commodore can't afford to mess this one up. It would be better to release the unit a few weeks later with software than earlier without. CD³² needs a good reputation, and it's already been tainted the day it went on sale.

Letters

Have your say! Make your point! Get heard! If you feel a need to share your point of view with other Amiga users, or you just have something witty to say, then write to: Letters to the Editor, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

SKID MORE

There I was, reading the October issue of AF, wondering where I was going to get the cash for an A1200 or CD³². I then put in the Coverdisk and loaded the Skidmarks demo. All thought of an A1200 vanished as the gameplay smacked me in the teeth. This is what we want, pure fun! Once I had sussed the controls the computer cars were easy to beat, best lap 10.2 seconds.

So I went and got my mates, and a few beers later we were trying to blow each other into the weeds. The two player option is great, but what about a serial link? I think a lot of games programmers would be surprised to discover the amount of people who link up Amigas. How could MicroProse make such a stunning game as FGP and not offer a serial link? We regularly play Vroom, Lotus and Stunt Car Racer. Is Skidmarks going to be a full game? If so how do I get hold of it?

On the subject of Shareware, you said Mark Sibly was disappointed with the response to Cybermatix. But Jeff Minter and Bryan Bell got good responses to Llamatron and Charlie Champ by offering a second disk to people who registered. This is the only way to make Shareware work.

If Vision had put out the demo of Skidmarks and then asked for a fiver or a tenner for the full game I bet they would have been swamped with replies. Since Blitz Basic is going to be on the Coverdisk next month (see front cover - Ed), what about Vision

offering the source code to buyers of Skidmarks for, say, an extra fiver on the price?

G Smiles, Midlothian

Skidmarks surely will be a complete game, and we'll give more details of how you can obtain it as soon as a distributor has been sorted out.

We agree entirely about it being a great two-player game, and a serial link would make it better still. But the guys at Vision know what they're doing and the full version will have a serial link option, plus monster trucks that bounce and 10 tracks of racing mayhem!

As for Vision releasing the source code... you'll have to ask them about that.

NO TRADING

In October 1992 you reviewed Traders and to quote you: "If there's nothing else you fancy on the shelves this month, you could do a lot worse than this". I tried every week until Feb 93, when I finally contacted your mag since the reply I kept getting was 'It hasn't been released yet'!!!

It is now almost September 93, a year later and I am still trying to get a copy. You say your policy is that you don't review a game until it has been released. Then Traders should be on sale somewhere.

Any ideas where?

Mrs C Cramp, Aldershot

We don't claim to only review games when they are released, never have! What we say, and adhere to, is that we don't review a game until it is complete. Traders was

complete, and the company Linel supplied it to us for review, prior to its release. We gave it a favourable review, but they decided it would not sell, and so they didn't release it. Were they wrong?

Write and tell the development house, Digital Integration, if you want to see Traders on the shelves. Contact them at:

Watchmoor Trade Centre
Watchmoor Rd
Camberley
Surrey GU15 3AJ.

WE'RE FAMOUS

PRIZE I know that you don't want any more letters about Amigas on TV, but I was wondering if you noticed that the May Amiga Format recently appeared on BBC1.

It was on Saturday 21st of August about 8pm. The magazine was on one of those newspaper stands that are often found in railway stations, which was in the background of a scene being shown to advertise a program coming soon. Unfortunately the program looked terminally dull - perhaps they used Amiga Format to brighten it up a bit. Do I win a prize for my amazing observation?

**Neil Adams,
South Woodham Ferrers**

This has to go under 'unconfirmed sightings' because no-one we know actually saw it, but then on a Saturday, they'd all be out partying. So we'll give you the benefit of the doubt. An AF T-shirt and pin-badge are on their way to you.

Continued overleaf

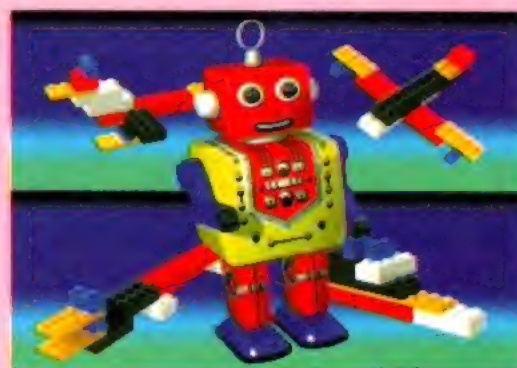
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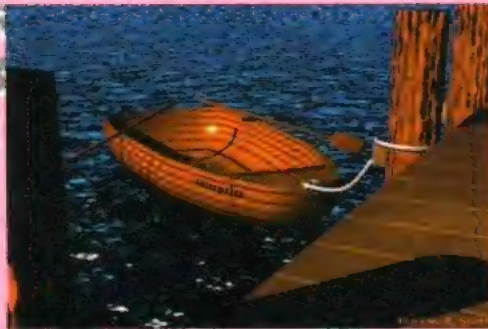
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Robot by Chris Tucker of London.



Amy by Paul Horton of Stretchford, Birmingham.



Boat by Martin Walsh of London.

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S.W.I.V. IS OK

In the September 1993 issue of *Amiga Format* it was mentioned in the 50 Golden Greats feature that S.W.I.V. was never updated to work on the A500 Plus, A600 or the A1200. However I own an A600 and have been able to enjoy playing it for months! I will point out that it isn't a pirate copy, it's 100 per cent original. Has anyone else with the above machines noticed the same?

Karl Steward, Norfolk

Rumour has it that there is an ECS-friendly version of S.W.I.V. in existence, but no matter how hard we try to get hold of a copy, we can never manage. And being the fierce empiricists we are, we won't believe it until we've played it.

From what we've heard, and since we don't have a copy we can't test it ourselves, the ECS version doesn't work on an A1200.

S.W.I.V. RETURNS

In the March issue you said *Kick 1.3*, the disk that does the same job as a ROM sharer, would not work on the A500 Plus. In the September issue, you said that the classic shoot-em-up S.W.I.V. would not work on a Plus or A600 and so was dead.

Have I got news for you! If you run *Kick 1.3* (available from PD libraries) on your A500 Plus or A600, you get a message saying 'Unable to load KS 1.3 Plus: error code 121'. But take out the disk and reboot, and you now get the Kickstart 1.3 boot screen. Now you can play all those old classics that did not work before!

**Jamie Hatswell,
St Davids, Pembrokeshire**

Hmm. Thanks for the tip! We'll really have to give this a try ourselves...

ABANDON (PIRATE) SHIP

PRIZE

I am a 14-year-old kid who has read a lot about piracy in magazines. Firstly I would like to say that one of the reasons the Amiga is selling so well as a games machine is that people don't have to pay that much to play a game. What I mean is that someone can grab a program like *X-Copy Professional* and a few empty disks and instantly copy a game (unlike console owners). This is exactly why I bought my Amiga.

But after two years of reading your truly excellent magazine, I am slowly starting to realise what piracy is doing to the Amiga. I bet you that every single Amiga owner has a least one pirated game or program. I mean let's face it, you have £18 pocket money and are dying to buy a game when one of your friends has a cracked version, surely you're going to copy it. And then maybe buy it when you have enough cash.

I get £8 a week and that means that if I want to go to the cinema, go swimming, get a burger and buy *Amiga Format* as well, I really don't have enough left to buy games. How am I supposed to play the same game for two or three months without getting bored?

My parents only buy me serious programs, so it seems piracy is a must for someone my age. Unless you play demos from magazine Coverdisks, which is exactly what I've been doing since I began to wise up.

I hope software houses start selling good games for low prices, because nobody wants the Amiga to die.

Nabil

*I know you might want to remain anonymous because of your now-abandoned pirate ways, but if you send us your address you can have a year's free subscription to *Amiga Format*. That should free up a bit of your pocket money to spend on some of the fabulous games that are available on budget these days.*

*Just look at this month's budget pages: you'll see *Shadowlands*, *Midwinter 2* and *Super Space Invaders* all on offer for bargain prices. And keep playing the demos: last month's *Skidmarks* really is excellent fun in two-player mode (the computer cars are too slow to offer any real challenge), and this month's *Zombies* and *Defender* are superb fun.*

MORE ANON

PRIZE

This letter is to thank Anon from Issue 50's Letters pages. Following his example I have wiped my entire pirate collection (all thirty or so disks) and have vowed never to trade copied disks again.

However, I have a few questions. Would disks labelled with the names of games be enough to arrest someone? Can you be arrested if you do on friends and they accuse you, even if you have no disks left?

Thirdly, why is ELSPA so hypocritical? First they tell us piracy is a bad thing, then they ban magazines from putting age-old games on their covers. The prospect of *Kid Gloves* or *Bombuzal* ruining major companies like Ocean and MicroProse is risible.

Banning such games is similar to banning Public Domain. The release of *Bug Bash*, an old full pricer, on Licenceware shows that old games on Coverdisks are harmless, if not beneficial. An extra game on Coverdisks means that people don't need a pirate game.

Perhaps if the big companies released more of their games at £2.99 or as Licenceware, and FAST kept its nose out of harmless media, and the police teamed up with the Post Office and Telecom to find the owners of PO boxes and BBSs which convey pirated material, then the world would be a better place.

Another Anon

You too can have a free sub if you just send us your name and address. Don't worry, neither we nor FAST are interested in the prosecution of ex-pirates. In fact I am sure that, like us, they would congratulate you on your decision.

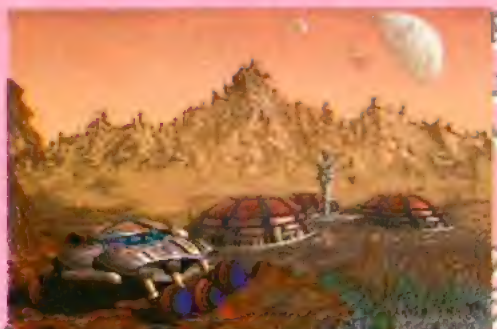
As for the placing of games on magazine Coverdisks, that is an area where ELSPA (for it is they, not FAST, that ban that particular activity) and we do not see eye to eye. ELSPA believe that people only have a certain amount of time every month to dedicate to playing computer games, and that if they receive a freebie on a magazine they will not buy a game that month. We believe that people only have a certain amount of money to buy games, and that if they can't afford all the games they want, some people will pirate the ones they can't afford. But ELSPA is made up of all the top software companies, and they threaten to stop sending us games to review and to pull their advertising if we give away complete games.

Some magazines have begun to ignore this ban, though, and play tricks to get full games on their Coverdisks. If the ELSPA members expect their ban to be taken seriously, they will have to take sanctions against these magazines.

All in all, keep up the good, non-piracy, work and use coverdisks and budgets to feed your game playing needs.

MINISTRY OF NOISE

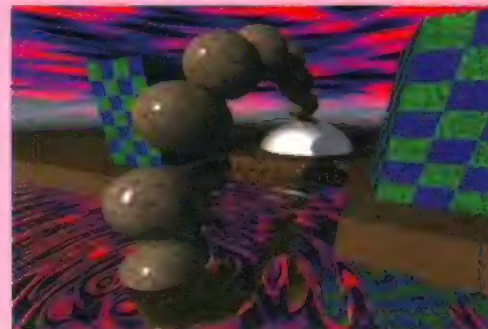
While I was listening to one of my heavy metal tapes I realised that the words to one of my favourite songs is a cheat to *Sleepwalker*. Near the start of *Jesus Built My Hotrod* by Ministry



Colony by Walid El-Azem of Playa Honda, Lanzarote.



Dragon by Jonathon McBrien of Enniskillen.



River by Paul Hamilton of Exeter.

there are the words "Dingading dang my dangalong ling long". Which is the cheat, isn't it?

Damen Smith, Potters Bar

Yes! yes! yes! The 'my dingaling a ding dang thing' thang is indeed a lyric from that song. But it isn't heavy metal. The guys who coded Sleepwalker, John Scott and Dave Pratt, are big fans of Alien Jourgensen's group Ministry.

SCRIBBLINGS

Way back in Issue 41 you gave away Scribble! on the Coverdisk. On the disk pages for this brilliant program there was a box called 'Expansion Potential' which said that you had arranged with HB Marketing to supply a supplementary disk with the spell checker and thesaurus and a full manual for just £9.99. Is this package still available and if so, how do I get hold of it? I rang the phone number in the mag and the line seems to be unobtainable.

Neil Lomas, Barnsley.

As you state, that deal was offered "way back" in Issue 41. And sadly, HBM who were offering it have since gone out of business, so it's no longer available.

WISE WORDS, MATE

I have read with interest comments by Amiga users who have written to your magazine to complain about Commodore's policy of releasing new machines, thereby leaving them behind in the 'Gee whizz!' stakes.

I feel that I can speak with some authority because I was one of those who bought an A500 Plus two Christmases ago. Since then, I have seen my machine go out of production and be replaced by the A600 at about half the price I paid originally, the A1200 at £100 less and, just recently, the CD³². According to some people I should feel annoyed about all this, but do I? No.

Since I got my machine I have spent a not inconsiderable amount of money on it (all right, a whopping great amount, actually), upgrading it with a hard drive, an extra disk drive, extra RAM, a printer and so on. Despite this significant outlay I do not feel cheated in any way.

I enjoy using my Amiga, and I feel that it is the uses to which you put your computer, rather than the number of colours or the speed, which is the key factor. That's not to say that I would not love to have an A1200 equipped to the same standard as my trusty A500 Plus – it's just that I don't especially need one.

I use my Amiga for playing games (say what you like, but pretty colours don't make a bad game any better – imagination, time and effort count far more). I also use it for word processing, a little DTP and a lot of graphics and programming. I even sent a game of mine in for you to review in your PD pages – *JellyQuest*, available now, arcade/puzzler fans!

There is no need to buy the best equipment just to inflate your ego – with a little imagination, the humble A500 can give you everything you bought a computer for in the first place. Just because there's something better doesn't make what you have any worse.

No matter what your equipment, it's not how big or powerful it is that counts, it's what you do with it, eh! All I'm saying is, the Amiga's still the brilliant computer you bought.

David McGuire, Cumbernauld

Totally right. Our advice is, yes, the A1200 is excellent but only upgrade if you really need to and if you've invested heavily in heaps of extras for your older machine you're almost certainly better off sticking with it.

GO WEST

Could you please help me with a little problem that I have? I really want to create my own text adventures on my Amiga. Do you know of any user-friendly, easy to use and reliable text adventure creators in the public domain? I have tried a couple which, to say the least, were not very fruitful or successful.

William Haycock, Guildford

Strangely, coincidentally, we only recently reviewed the PD text adventure creator FRAC in Issue 47 and it's very excellent. It's PD-Soft Disk V850, so telephone them on 0702-466933.

Continued overleaf

THE MAN AT THE TOP

Keen to increase communication between The Big C and the Amiga community, Commodore UK's General Manager David Pleasance will be replying your letters personally on a monthly basis.



Champagne celebration

Champagne, anyone? Yes, I'm celebrating the release of the new Amiga CD³² console. Commodore have made the move that every Amiga owner has been dreaming of.

The CD³² really does give us something to shove down the throats of our younger console owner siblings, who up to now thought that Sega and Nintendo were the definition of 'video games machine'. Here's to the downfall of the wretched shiny black Japanese cardboard box known as the Mega CD.

I have an A500, and am seriously considering buying an A1200. The price is certainly enticing, but what really excites me is the AGA chip set, and the idea of AGA-only games. After reading about how *Pinball Fantasies* is being revitalised for the CD³², will they also bring out an AGA version for the A1200?

I'm hoping that the CD³² will not mean that programmers forget about the A1200 and stop making enhanced games for it. Or will CD³² mean more AGA games for the A1200?

Steven Laurence, Celbridge

I am reliably informed that A1200 AGA versions of almost all products developed for Amiga CD³² will be released. With Commodore having decided to only market 32-bit (minimum) technology, the publishers are clear about what platforms to support.

More Amigas?

While reading Issue 49 of *Amiga Format* I read, to some confusion, that Commodore are to bring out yet another Amiga, this being the CD-based console thingy. What are they playing at?

I bought my Amiga 1500+ confidently after a friend bought the then-brand-new A500 Plus, only to find that a year or two later our computers are out of production. When the Pluses came out it was said these new models would last for at least a couple of years. Now Commodore have done the same thing with the A600; that has been out for a year and already it is being dropped.

I would like to buy a 32-bit model, but can I trust Commodore to keep one model going for long enough to make it worthwhile?

Alastair Pugh, Norfolk

While I have empathy for your feelings, I must point out to you that technology cannot and will not stand still. Just look at MS-DOS machines, with XT, 286, 386, 486, 586, etc, all being released very quickly in succession and each more powerful a format retailing at less than its predecessor.

The Amiga CD³² is a games console and the A1200 is a home computer. The A4000 has the most powerful chip set available. The choice is yours. 32-bit technology has never been cheaper – don't wait, buy now and enjoy it.



Target Practice by Scott Francis of Kirkcaldy, Fife.

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- We get literally hundreds of letters and faxes a day, so if we were to try and answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.
- We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get rather busy.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0458 74011.

Work BENCH



If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.

WORKBENCH, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS



If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Rob and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!

ROB MEAD, GAMEBUSTERS, AMIGA FORMAT,
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Readers' LETTERS



The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.

LETTERS TO THE EDITOR, AMIGA FORMAT, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS



To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.

WHATEVER COMPETITION, AMIGA FORMAT,
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TV STARS

PRIZE

We thought that you might like to know that we, Dangerous Brothers Inc, have advertised the Amiga on MTV's *Most Wanted* – totally free, of course! This came about when we were watching the program and Ray Cokes said he had just got a fax machine and gave out the number.

Immediately, we jumped onto our Amigas. I, Dee-Rab, set the modem and fax program up while Crazyhorse created a page to send. Within five minutes we were ready to send and soon we connected.

Sixty-two seconds later the transfer was complete. Two videos later Ray was waving our fax about. After a few minutes of babbling about how wonderful fax machines are he read

our fax, and he actually said "Commodore Amiga".

Surely this must be a first, the words Commodore Amiga spoken on international satellite television and the fact that those sacred words were created and sent on an Amiga!

**The Dangerous Brothers Inc,
Darlington**

Nice moving, boyz. T-shirts are on their way. First reader to appear on MTV holding his or her Amiga gets a special prize.

EUROVISION

Is it any use for us outside the UK to enter your competitions? Would you let anyone outside the UK win?

Bjorn A Lynne, Oslo, Norway

Certainly you can. Entry is open to all and below a chap from Paris has won.

COMPETITION WINNERS EXTRA...

SPOT THE SHOT

The winner of Spot The Shot 49 is Ian Allison from Glasgow, who identified the grab as being from *Super Cauldron*. The Spot the Shot 50 winner is Robin Barnes of Sheffield, who correctly spotted that the shot was from *Entity*. A fabulous *Amiga Format* T-shirt is on its way to both our lucky, lucky winners.

GIMME A TEE

The winners of the Gimme A Tee Competition for Outer Limit T-shirts bearing characters from Amiga games are: J Miller, Anerley, London; Richard Miller, Edinburgh; Kelvin Goodson, Frettenham, Norfolk; SP Williams, Bridgend; Matthew Howell, Morpeth, Northumberland; Ian Phillips, Hulme, Manchester; Camilla Olsen, Nordaas, Norway; F Beechey, Shenfield, Essex; Phil Coles, Whitefield, Manchester; E Carrer, London. The T-shirts of your choice will be with you shortly.

DISPOSABLE HERO

The winners of the Disposable Hero Competition are: Fai H Fu, Warrington, Cheshire; Jody Gibson, Ashstead, Surrey; James Sturgeon, Keynsham, Plymouth; Gareth Williams, Carmarthen; Laurence Summers, Eastleigh, Hants; A Berry, Penn, Wolverhampton; K Ausaf, Worcester Park, London; D Carroll, Warrington, Cheshire; Mark Pardoe, Ruscombe, Reading; Neil Inston, Weymouth; Andrew Finney, Bromley, Kent; Andrew Sudbury, London; M Beard, Hartwell, Northants; Russell Elder, Pisle, Scotland; James Beattie, Huntingdon; Richard Seanor, Cuckfield, West Sussex; Jason Carter, Lozells, Birmingham; R Freeman, Brentwood, Essex; Myles Jeffrey, Herne Bay, Kent; David Lovering, Ilminster, Somerset; Simon Embley, Darwen, Lancashire; Michael Hall, Higher Blackley, Manchester; Ben Fryer, West Pennard, Somerset; Philip Freeman, Ipswich; Nicholas Olsen Praestoe, Denmark.

We asked you to tell us how long it took you to complete the first level of *Disposable Hero* on the Issue 47 Coverdisk. Most of the times ranged from three-and-a-smidgeon to four-and-a-bit minutes, although one particularly quick mover claimed to have done it in just over two minutes. Anyway, free copies of the game should be with our winners in the twinkling of a whatsit.

LAWNMOWER MAN COMP

You replied in your droves, but the first answer out of the Editor's extra large hat came from Steve Fisk from Chelmsford in Essex who wins a video of the *Lawnmower Man* film and an exclusive *Lawnmower Man* crew jacket. The nine runners up, who receive videos of the film, are: Petain Nicolas, Reims, France; Vish Patel, Peterborough; Jeff Dixon, Tadcaster, North Yorks; A Finch, Sacriston, Durham; David Martin, Palmers Green, London; J Kerswell, Drayton, Norwich; Martin Maxwell, Ardler, Dundee; Paul Kilby, Cambuslang, Glasgow; Matthew Laye, West Bergholt, Colchester. Don't miss the postman, or, indeed, postwoman.

CRIMEWAVE COMPETITION

Andrew Esson of Binfield Heath, near Henley-on-Thames is the lucky winner and receives a copy of *Syndicate* plus a bumper bag of Bullfrog goodies. The runners up, who each win a copy of *Syndicate* are: Carl Harding, Perranporth, Cornwall; Andrew Ashurst, Drifffield, East Yorks; Peter White, Cheshire; James Collett, Godalming, Surrey; K Dugdale, Houghton Le Spring, Tyne and Wear; K Ausaf, Worcester Park, Surrey; Simon Forrester, Avondale Square, London; S Aspinall, Hove, Sussex; Simon Clayton, Newton Abbot, Devon. Your prizes are on the way.

DEMON DRIVER

The 20 winners of the Demon Driver competition to have an IDE hard drive installed in their A1200, complete with a copy of *Civilization* AGA, are: Sue Hornett, Wickford, Essex; Tony Culley, Brixham, Devon; David Darkins, Wymondham, Norfolk; Ian Phillips, Manchester; Clive Willacy, Blackpool, Lancs; SM Bullock, Wakefield, West Yorks; Samantha Innocent, Woodhouse Eaves, Leicestershire; D Hughes, Caergeiliog, Gwynedd; M Donnelly, Uxbridge, Middlesex; Aran Johnson, Horsforth, Leeds; Colin Powell, Belper, Derbyshire; Clive Barnden, Burnley; N Prasad, Walshaw, Bury; Fred Freestone, Wanstead, London; Simon Gordon, Nocturn, Birkenhead; E Varney, Hayes, Middlesex; Benjamin Davies, Essington, Wolverhampton; D Ramsay, Bradford, West Yorks; James McEwan, Loughborough, Leicestershire; Doreen Parker, Hemel Hempstead, Herts. We'll be in touch about your prizes soonest.

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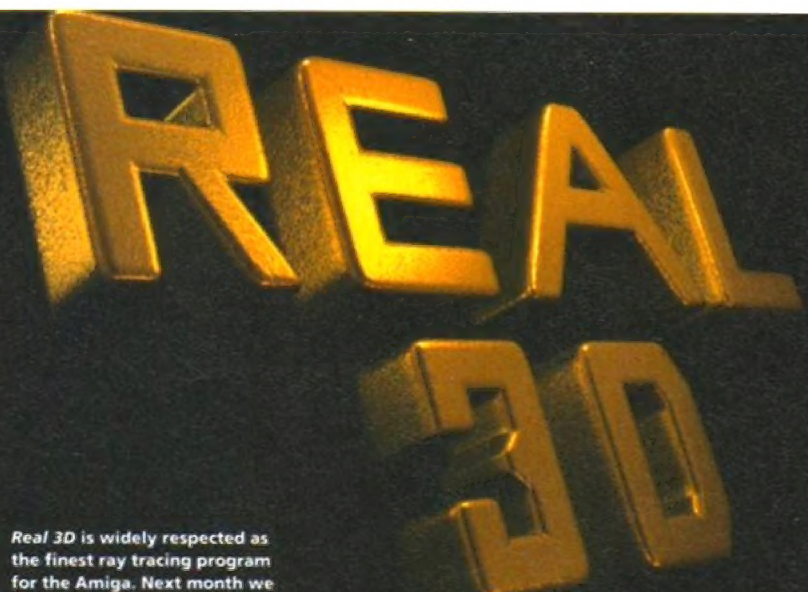
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NEXT MONTH GET REAL!



Real 3D is widely respected as
the finest ray tracing program
for the Amiga. Next month we
have the Junior version of this
fine program for your delight.

IF YOU READ our feature on 3D modelling in Issue 49, you are probably dying to give it a go. The problem with 3D programs is that the good ones are very expensive. Although anyone who has used one will tell you that they are worth every penny, it's difficult to appreciate the fact if you have never used one.

So next month we'll be giving you a special working version of Activa International's superb 3D package, *Real 3D 2*.

Real 3D 2 Junior is the perfect introduction to 3D ray-tracing. And we'll be running a full series of tutorials to help you get the best from this superb package.

The full package scored a massive 96 per cent in Issue 46 of *Amiga Format*. And since its release it has come to be regarded as the best 3D package there is.

If you want to try your hand at 3D, you have to get your hands on next month's *Amiga Format*.

ISSUE 53 DECEMBER
WAITING FOR YOU AT YOUR
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NEW

AMIGA ACTION REPLAY MK III

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SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW SUPER POWERFUL TRAINER MODE

now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW BURST NIBBLER

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW PAL or NTSC MODES SELECTABLE

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

NEW RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW SET MAP

allows you to Load/Save/Edit a Keymap.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT

including compressed/small character command.

NEW DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW FILE REQUESTER

if you enter a command without a filename, then a file requestor is displayed.

DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS

including Mem Watch Points and Trace.

NEW BOOT SELECTOR

Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

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- Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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